Plan

Ideas

DnD like adventure

Dungeon crawler

start with wand, bow or sword

Weapon upgrades

loot

Enemies

            Boss - Mecha-Kirill (teacher)

            Goblins

Rooms

ASCI Art: Mecha-Kirill, Goblins, Weapons

\*Music

 Create a git

Tavi – Git/Story/Art

Kornel - .py

Atif - .py

Dylan - .py

Marcus - .py/music

TASKS:--

Git - Tavi

Character Design - Atif - 2

Combat System - 3

Enemy - 4

Loot - 5

Map – Atif - 1 (Map has been updated to the current room plan, however, I have no idea how to implement the fights, the barrier, the updated descriptions after the Kirill fight and the 3 points for the player to get to unlock the barrier(IE the goblin fights))

Room Art – Tavi

Mecha-Kiril Art - Tavi

Story - Tavi

ASCI Art - 6

Sound – Marcus - 7

Game.py - Kornel

COMPLETE

IN PROGRESS

NOT STARTED