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 - 2

Combat System - 3

Enemy - 4

Loot - 5

Map - 1

Room Art – Tavi

Mecha-Kiril Art - Tavi

Story - Tavi

ASCI Art - 6

Sound – Marcus - 7

COMPLETE

IN PROGRESS

NOT STARTED