

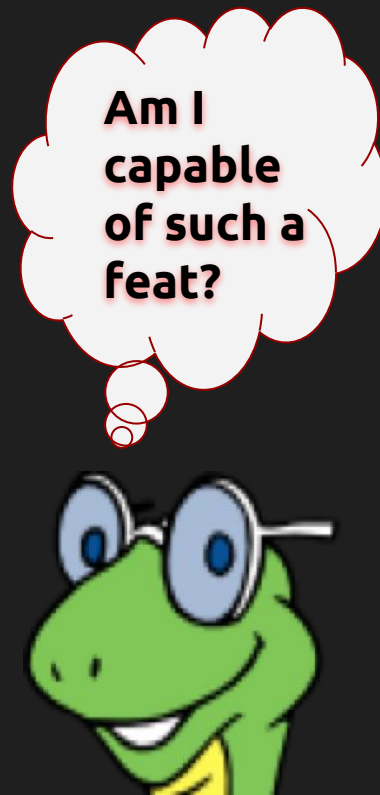
The Crypts of Chelon

- Team SCSI Logic -

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Objective

Create a **roguelike** game in JES.



Approach

- Store all of the game's sounds into a Dictionary of Sound objects
- Store all the game's images (sprites) into a Dictionary of Picture objects
- Use Turtles and their *drop* function to draw and update the game map on each turn.
- Play a creepy laugh sound if the Necromancer is within some distance of our hero
- Use a pathfinding algorithm so the enemy creeps towards the hero after each of the hero's turns.
- Using a text-based prompt, direct the player move the hero toward some goal before the Necromancer catches the hero.

Results

- We created a working demo of a roguelike game in which you can:
 - Move the character by entering WASD for up, left, right, down
 - Examine (e) or Dig (q) graves in the graveyard
 - Win by digging up the correct grave
 - Lose by running into the Necromancer three times



Results

- Created several “Screens” using Turtle Worlds
 - Start Screen (*flashes* “press enter” due to Turtles repeatedly dropping two pictures)
 - Graveyard map (updates on each move thanks to the help of Turtles re-drawing sprites on the map)
 - Game Over
 - Win



Results

- Sound and Picture events
 - Update the game map sprites with Turtle *drop* function on each move
 - Play Necromancer laugh when he gets within a range of the hero
 - Stop all Sounds if the hero runs out of health and play a “Game Over” sound and display the “Game Over” Picture.
 - Stop all Sounds if the hero digs up the target grave and play the “Win” sound and display the “Win” picture



YOU WIN...THIS TIME...

Demonstration



Top Three Skills We Learned

1. Using Turtle Drawing to continuously update the state of a world
2. Using Dictionaries to store and access different types of data
3. The Collaborative process of Software Design using Slack and GitHub

Group Status Google Doc

Can be found [here](#)

Demo video can be found [here](#)