

# DUNGEON ADVENTURE

- Walk through -

## Description

Dungeon Adventure is a 2D RPG game where you play as a warrior tasked with defeating the King Of Death. The world has been corrupted by darkness, and you must strengthen yourself, venture into the dungeon to defeat the final boss. The game features combat, character progression, and equipment upgrades.

## Running the Game (MUST READ):

1. Navigate to the directory where the game is located (using terminal).
2. Then, use the following command:

```
java -jar DungeonAdventure-assembly-0.1.0-SNAPSHOT.jar
```

## Development:

1. To run the game in development mode: **sbt run**
2. To build the game into a single JAR with all dependencies: **sbt assembly**

## Game Controls

- Move: Arrow keys or WASD
- Attack: J
- Open Inventory: C
- Cast fireball : U
- Interact : Enter
- Open mini map (for better navigation) : N
- Settings/Menu: ESC

## \*\*\*Several reminders (MUST READ):

- Enter key can be use for multiple purpose :
  - + To save game (when stands next to a stoneplate and press Enter)
  - + To use item (For example : use key to open chest, drink potion, switch main weapon)
  - + To talk to npc (when stands next to it)
- Occasionally, you can't teleport when go through a gate => you must walk around again to enter the gate

## How to Win the Game

### ### 1. Initial Preparation

- Talk to Captain Aldrin in the village to know player's goal

### ### 2. Getting Stronger

- Fight enemies to gain experience and level up
- Collect gold to buy better equipment from the merchant (The red-hooded npc)
- Find and obtain the Candle light (required for dungeon)

### ### 3. Entering the Dungeon

- Make sure you have:
  - + Candle light (Important)
  - + Good equipment
  - + Health potions

### ### 4. Finding and Defeating the Boss

- Navigate to dungeon level 2
- Keep your candle lit in the dungeon
- Find the King Of Death (final boss)
- Use your combat skills to defeat him

The game is won when you successfully defeat the King Of Death in the second level of the dungeon. Remember that being well-prepared before entering the dungeon is key to victory.

(If you want to go straight to the boss, turn god mode to True, and buff the strength stats in `player.scala`).

Check out game progress: <https://github.com/pipiland2612/DungeonAdventure>

Game demo:

<https://drive.google.com/file/d/1kaxzRbnVaDSDRInojBjxdb7L-R6tntl8/view?usp=sharing>

Thank you for playing. Enjoy !

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