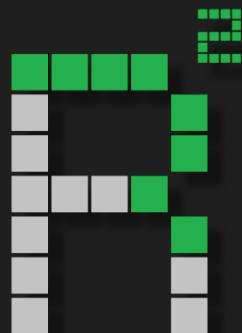


# Rogue Reborn



Lab 03 | Group #6

Team Rogue++

{ Ian Prins  
Or Almog  
Mikhail Andrenkov



# Purpose and Scope

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## Purpose

- > Develop an enhanced version of the original Rogue (1980)
  - > **Client:** UI, Gameplay, and Performance
  - > **Development:** Design, Documentation, and Testing

## Scope

- > Implement virtually all functionality present in the original version
- > Faithful improvements over non-functional qualities such as learnability and aesthetics

# Motivation

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# Development

## Strategy

- > **Communication:** Weekly group meetings
- > **Requirements:** Avoid unnecessary constraints
- > **Authenticity:** Reference the original source code when possible

```
boolean
mon_sees(monster, row, col)
object *monster;
{
    short rn, rdif, cdif, retval;

    rn = get_room_number(row, col);

    if ( (rn != NO_ROOM) &&
        (rn == get_room_number(monster->row, monster->col)) &&
        !(rooms[rn].is_room & R_MAZE)) {
        return(1);
    }
    rdif = row - monster->row;
    cdif = col - monster->col;

    retval = (rdif >= -1) && (rdif <= 1) && (cdif >= -1) && (cdif <= 1);
    return(retval);
}
```

```
static Long rntb[32] = {
    3, 0x9a319039, 0x32d9c024, 0x9b663182, 0x5da1f342,
    0xde3b81e0, 0xdf0a6fb5, 0xf103bc02, 0x48f340fb, 0x7449e56b,
    0xbdb1dbb0, 0xab5c5918, 0x946554fd, 0x8c2e680f, 0xeb3d799f,
    0xb11ee0b7, 0x2d436b86, 0xda672e2a, 0x1588ca88, 0xe369735d,
    0x904f35f7, 0xd7158fd6, 0x6fa6f051, 0x616e6b96, 0xac94efdc,
    0x36413f93, 0xc622c298, 0xf5a42ab8, 0x8a88d77b, 0xf5ad9d0e,
    0x8999220b, 0x27fb47b9
};
```

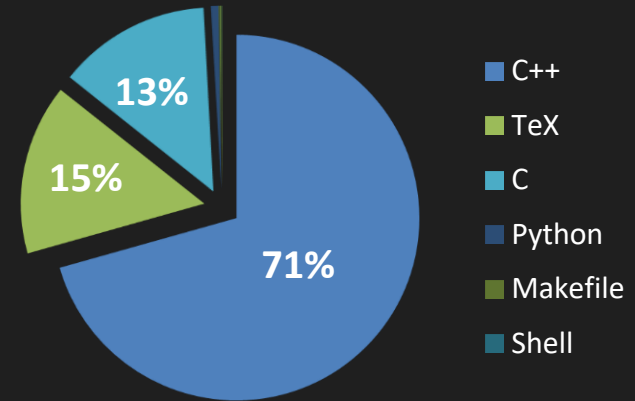


# Coding Technologies

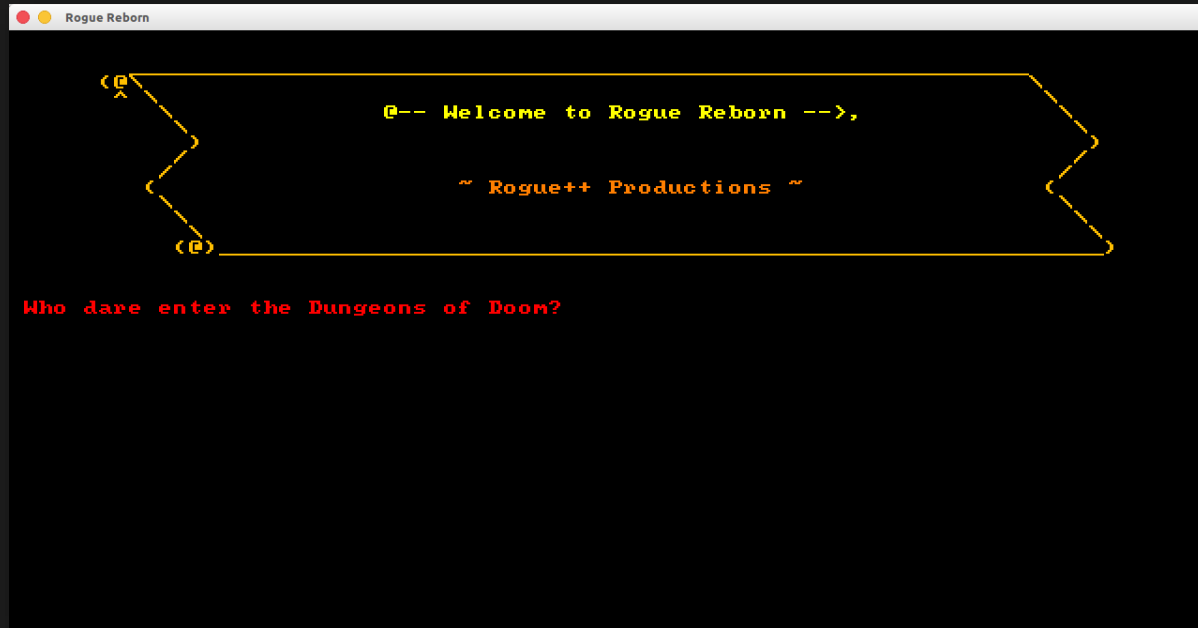
**C++** > Efficient, object-oriented, and industry standard (8000+ lines)

**Libtcod** > Graphics library for emulating a roguelike experience

**Other** > CI (Continuous Integration)  
Git  
GDB (GNU Debugger)  
Make  
Valgrind (Memory Profiler)  
g++ dependency detection



# Demonstration

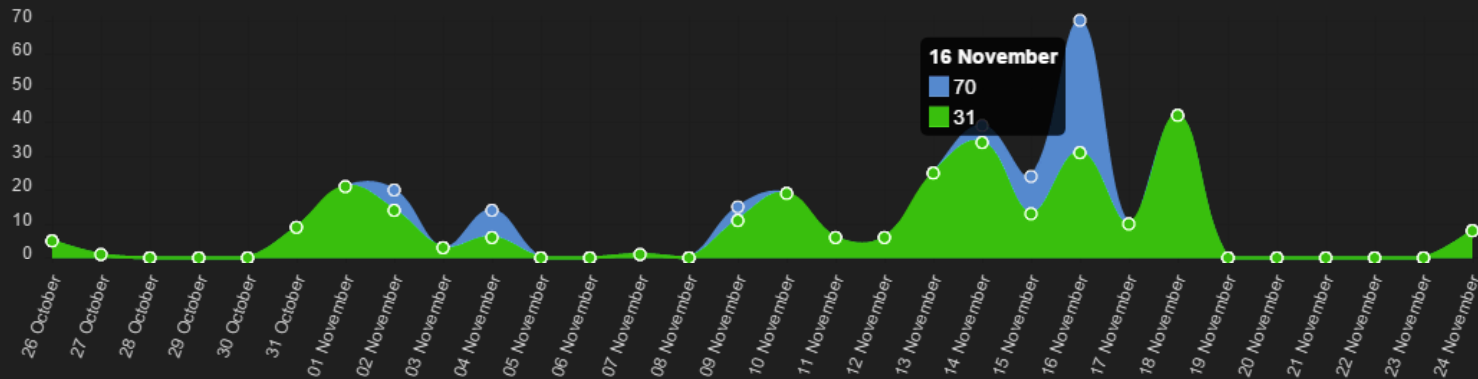




# The R<sup>2</sup> Touch

## Robustness

- > Enabled CI to ensure dysfunctional code changes are flagged
- > Ensured compilation did not generate warnings
- > Used profiler tools to analyze memory leak performance

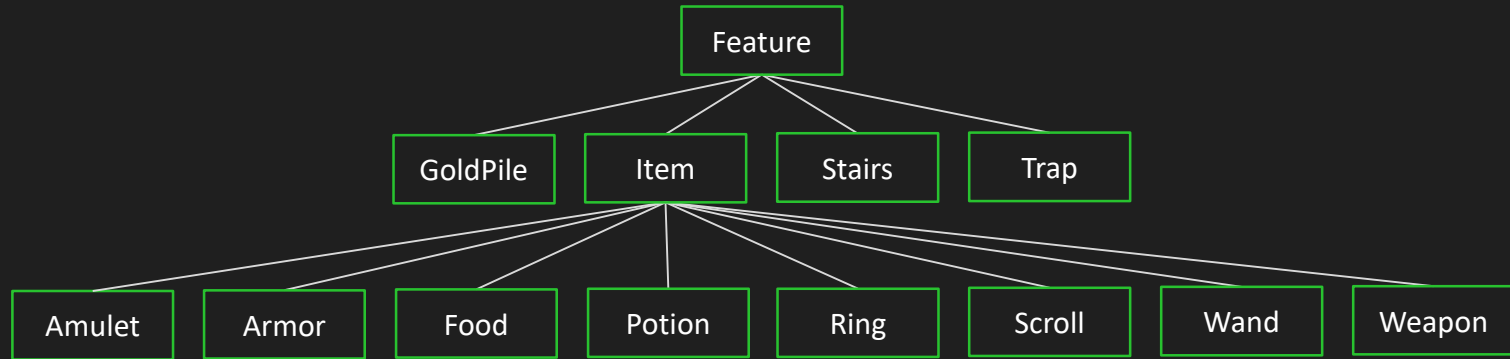




# The R<sup>2</sup> Touch Cont'd

## Maintainability

- > Designed header files to hide implementation secrets
- > Generated comprehensive documentation for all modules
- > Used GitLab issue tracking to document bugs and known issues





# Final Remarks



## Project

- > Rogue Reborn was successful in establishing an authentic and entertaining Rogue experience
- > Success was enabled by frequent contributions (800+ commits), regular communication, and honest feedback
- > Application of the Rational Design Process and development tools facilitated the development of maintainable and robust software

## Next Steps

- > Implement audio features; prepare game for distribution

# Questions

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