Project Description

The programming project is designed to a turn-based rogue-like game. It is designed to gradually increase in difficulty, going through at least 4 distinct levels. The difficulty determines the layout of the level.

The player and enemies are positioned on a grid, and are able to move as if they were chess pieces by clicking on the appropriate square. The player is able to gain points by capturing enemies, and loses when they are captured. The amount of points gained varies depending on the type of piece.

The player is able to advance to the next level by reaching the exit. This will also grant the player points. It is not required to kill all enemies to advance to the next level.

Upon losing, the player is presented with a screen displaying their score, and is able to start a new game.

The game is made in C++ and uses the SFML library. This is due to my familiarity with them. This is not environment dependent, but I will be using the Vim text editor, and the Clang/LLVM compiler. The final project is made ready to be run on windows.