Dungeons without Dragons Story

The game does not have a very complicated story line. The player wakes up in a dark room with no recollections of how he/she ended up here. The player hears a voice that gives instructions on how to escape the dungeon. The player must go through the rooms of the dungeon until the player finds the key.

Austin Brown – developed the main file and header functions

Daniel Paredes – developed the header files and functions and word documents.