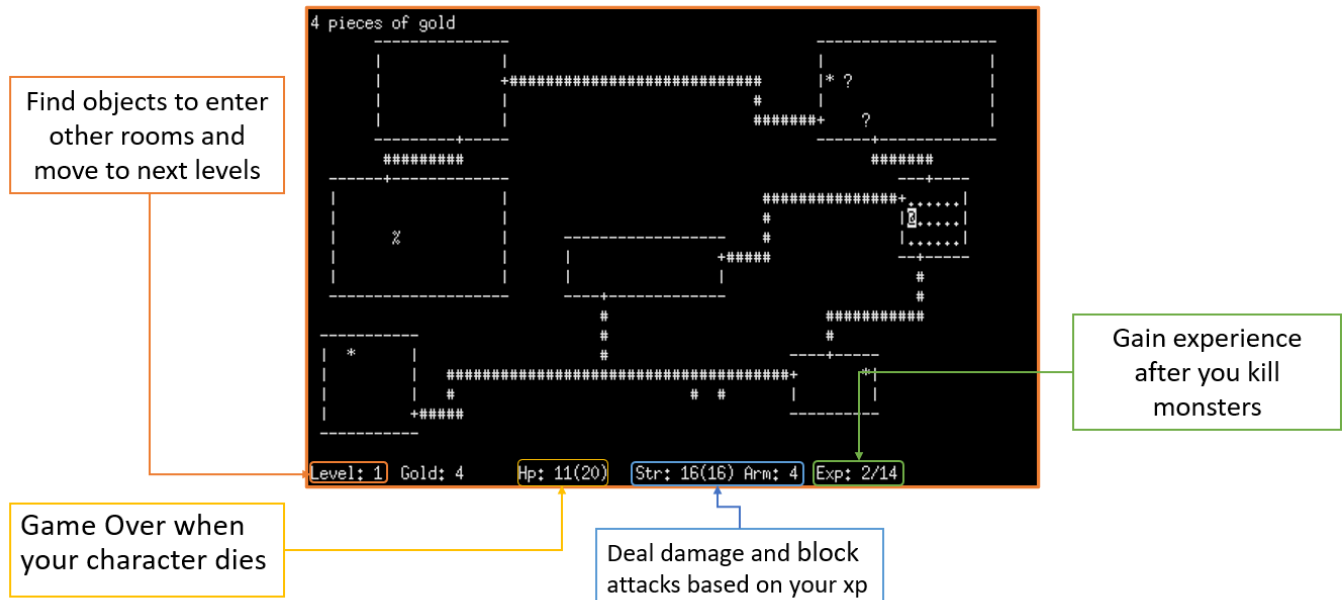


# Project: Software Development for Gaming

## ASCII based RogueLike game

The image below shows an example of a ASCII based roguelike game and some of its features. To implement this project you will work in groups of 2 or 3 people and follow the instructions below regarding the User Interface, Gameplay, Monster Behaviour and Main Character behaviour.



## User Interface

- The game is presented using ASCII characters in a map
- There is a list of letters and symbols that can be used to represent (refer to the image above):
  1. Player: @
  2. Walls: --- or |
  3. Floor: ###
  4. Monsters
  5. Doors: +
  6. Gold: \*

## Gameplay

- Character control: player moves by pressing the WASD keys
- Permadeath: if the character dies it returns to the first dungeon
- Turn-based: the player has as much time as needed to make a decision. This means that the screen will only be updated after the player moves.
- Combat system: melee performed by attempting to move the character into the same space as the monster. There is an attack chance for both monsters and player.

### Game Items\*

Item name	Symbol	Description
Health Potion	^	Restore health points to the max value
Gold coins	*	Gold coins that can be used to buy weapons
Staircase	\-	Use this to enter to the next level
Weapon	?	User gets a random weapon with random stats ( implement at least 2 weapons)

\*\*feel free to change the symbols if necessary

### Monster Behaviour

The game should contain at least three monsters. Each monster should contain the following attributes:

1. Strength/Attack: how much damage it deals to the player
2. Health points
3. Experience points: how much experience the player receives from killing this monster

Finally, monsters should be able to follow the player when they are close enough.

### Main Character Behaviour

The main player has the same attributes as the monster (strength, health points, experience points). However, experience points will be used to increase the amount of HP a player has. The player should also have an inventory to store health potions and gold.

### Deliverables

Part I – Print first rooms, player movement and inventory system (week 9)

Part II – Collisions, Combat System and final presentation (week 13).

### Resources

Link to an online example: <https://www.myabandonware.com/game/rogue-4n/play-4n>

History of roguelike games: <https://arstechnica.com/gaming/2020/03/ascii-art-permadeath-the-history-of-roguelike-games/>