Majesty - Tomb of Golden Ghosts

One-page app summary (repo-based)

What it is

Majesty - The Vertical Slice is a LÖVE 2D game prototype that wires the Tomb of Golden Ghosts dungeon into a playable crawl screen with connected combat and camp systems. The entrypoint initializes core logic, world data, and UI screens for this dungeon-crawl loop.

Who it is for

Not found in repo. (No explicit primary user or persona documented.)

What it does

- Crawl phase exploration with rooms, points of interest, and narrative text.
- Challenge and combat phase flow with initiative, command selection, and action sequencing.
- Deck and hand systems for GM and player cards.
- Party management via character sheet, inventory hands/belt, and loot modal.
- Camp phase flow for between-encounter actions and recovery.
- Tactical overlays and UI panels including arena view, inspect panel, floating text, and sound support.

How it works

- Entrypoint `main.lua` defines LÖVE 2D callbacks (`love.load`, `love.update`, `love.draw`) and builds a shared `gameState` used by screens and systems.
- Core gameplay logic lives under `src/logic` (deck, room and challenge managers, action resolver, NPC AI, inventory, game clock) and publishes events on `events.globalBus`.
- World and data layers under `src/world` and `src/data/maps` provide dungeon graphs, zones, and the Tomb of Golden Ghosts map data.
- UI under `src/ui` renders screens (crawl, camp, end of demo, character sheet) and overlays (command board, arena view, combat display); the current screen is updated and drawn each frame.

How to run

- Not found in repo. (No documented build or launch steps.)