

Design Justification

We set up the map of the game so that every room in the map could be accessed by for loops through the columns and rows. Each room was two columns and two rows long. When the player moves through the game, they can be in the same room four times when they type in a cardinal direction. We made each room four squares long. This way the player can explore the rooms to figure out how the map is set up and have a fair amount of chances to bump into a monster. Earlier, our alternative design had each room be one column and one row long. Once we implemented the monsters into the game, we realized that it would be hard to have different monsters in each room when the player can only enter into the room once, being one column and row long. Every time the player would enter a new room, they would have to attack a monster, which made the game go by too quickly. We wanted to give the player an opportunity to figure out how the map looks and have the attacks from the monster be more unexpected.