Dungeon Game Design Document

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# Core Game Loop:

The core game loop will be trying to survive as many Rooms as you can with out Dying

# Programing Guidelines:

1. Class names
   1. The First letter of each word in a class name should be capitalized Ex. MobSpawning
   2. The class name should be relevant to what the class does or is.
2. Method Names
   1. The first word of the method should not be capitalized the rest should ex. isAlive()
   2. The method name should be relevant to the what it does

# Art/Animation Guidelines:

1. Art General
   1. The size of the canvases should never be bigger than 64x64
      1. Small mobs: 16x16
      2. Medium mobs: 32x32
      3. Large mobs: 64x64
2. Animation:
   1. The walking animations should go idle,left,right,down,up then any special animations after