Dungeon Monarch

codeBreakers

March 2025

1   Project description

Dungeon Monarch - a rogue-like dungeon-crawler where player fights to reclaim their throne in ever-shifting, procedurally generated rooms. Battle enemies, solve puzzles, and dodge traps in real-time combat while harnessing loot. Retro pixel art and endless replayability fuel this quest for redemption. Every step is a risk.

2   Team (codeBreakers)

- **Aleksandra Nikitkova** - FACILITATOR, DESIGNER, BUILDER

- **Kęstutis Karneckas** - CRITIC, BUILDER

- **Kipras Spirgys** - ARCHITECT, BUILDER

- **Stasys Veitas** - EXHIBITOR, BUILDER

3   Used tools

- **SDL3** - `https://libsdl.org`
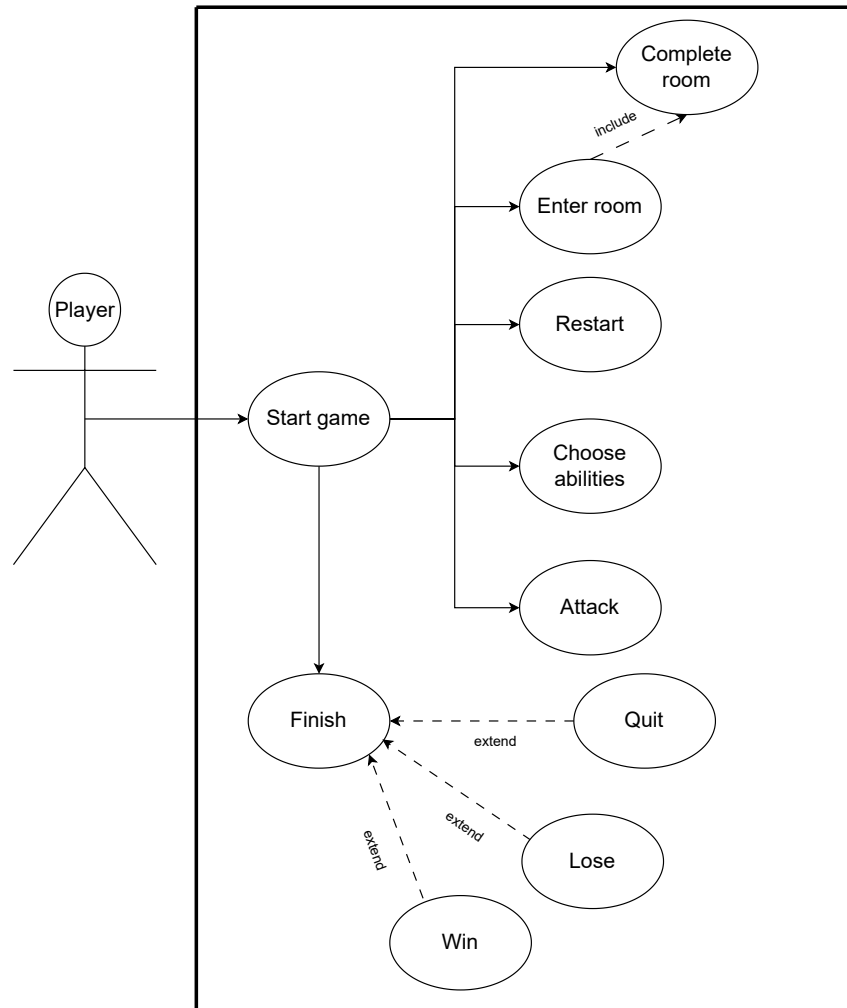
- **MongoDB** - `https://www.mongodb.com`

4 Project structure
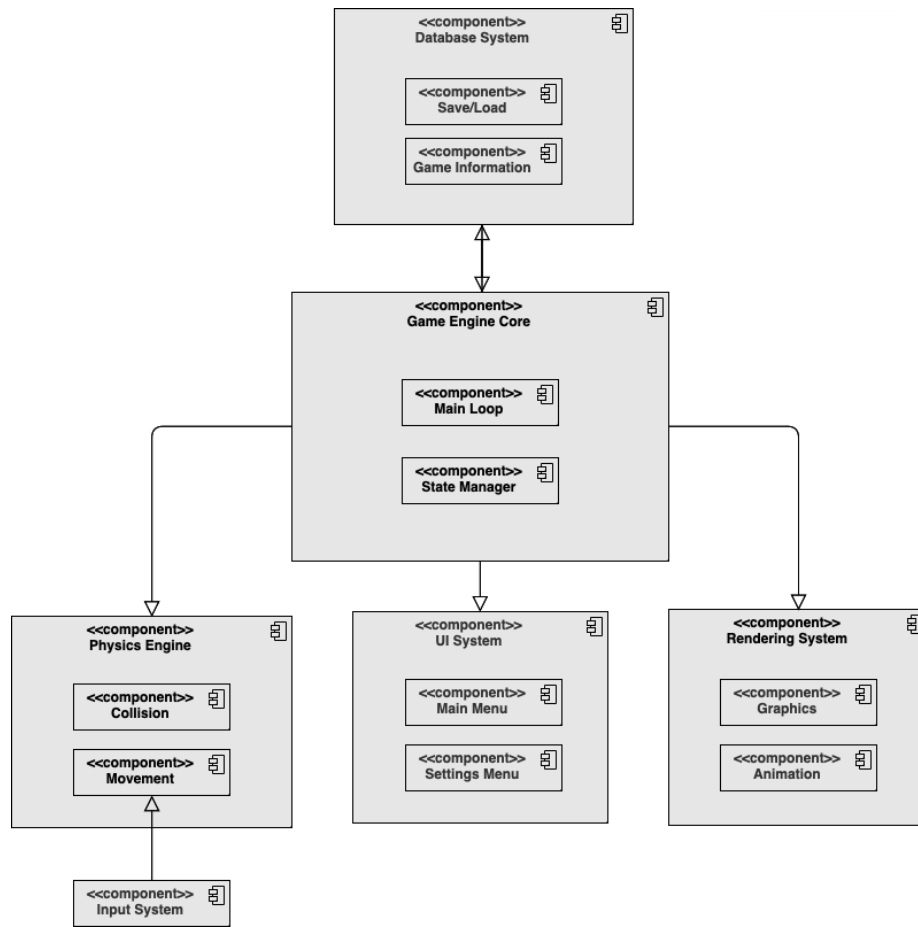

Figure 1: Use Case Diagram
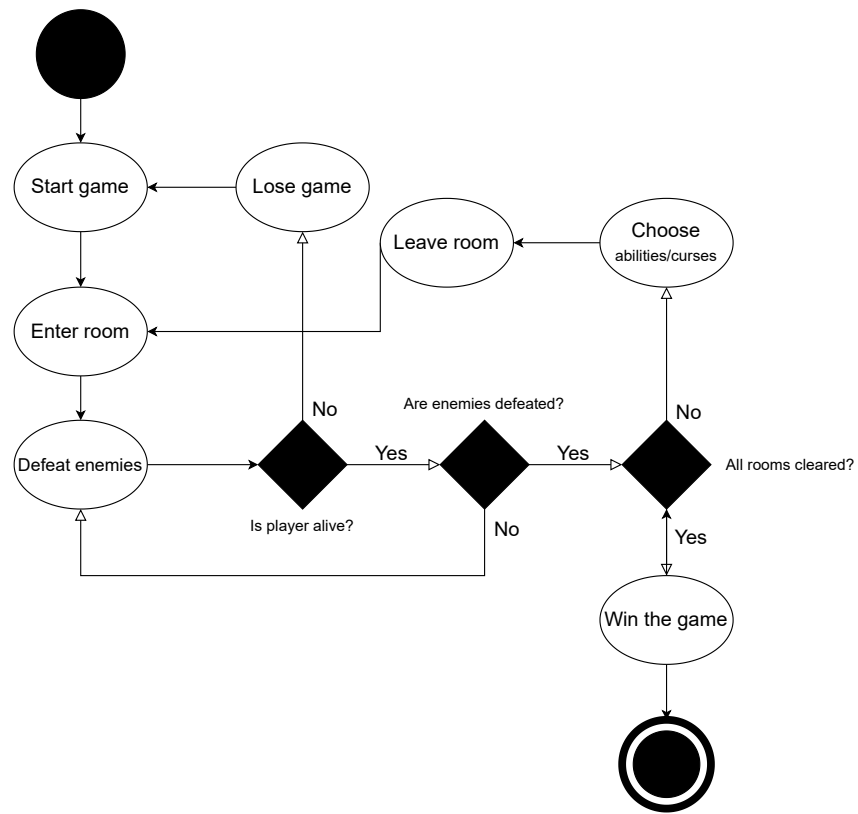
Figure 2: Activity Diagram

Figure 3: Data Flow Diagram
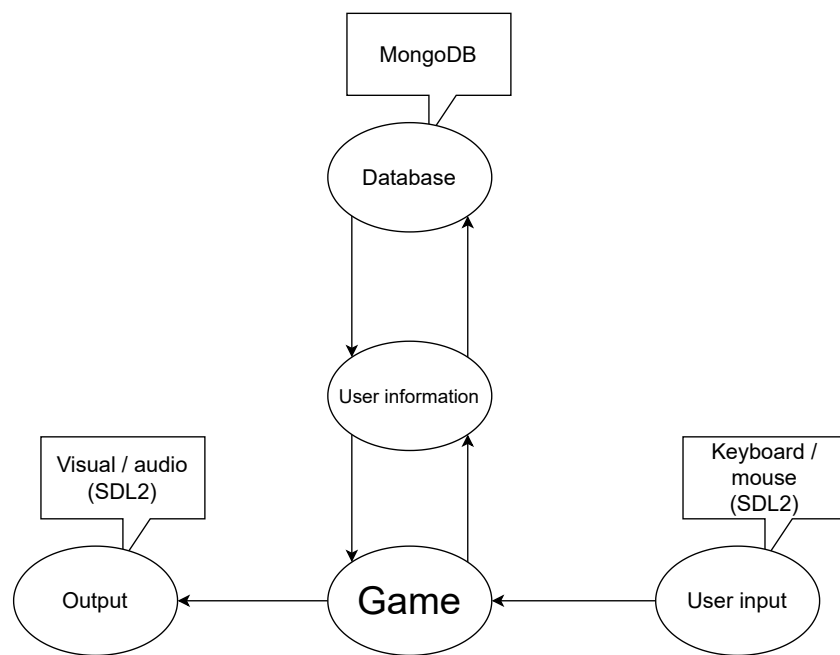
Figure 4: Component Diagram

5 Activity report

		Aleksandra	Kęstutis	Kipras	Stasys	All:
1 week (03.17-03.23)	Reading	00:12			00:15	00:27
	Planing	00:59		00:50	00:45	02:34
	Designing	02:15		01:50	01:00	05:05
	Coding					00:00
	Review	00:05				00:05
	Compilation					00:00
	Testing					00:00
	Report					00:00
	PSP activity	00:07			00:05	00:12
	All:	03:31	00:00	02:40	02:00	08:11

		Aleksandra	Kęstutis	Kipras	Stasys	All:
2 week (03.24-03.30)	Reading	00:12	00:16	00:17	02:14	02:59
	Planing	00:42	00:57	00:45	01:16	03:40
	Designing	00:52	01:03	02:01	02:23	06:19
	Coding	01:12	01:10	00:27	02:15	05:04
	Review	00:13	00:28	01:05		01:46
	Compilation				00:27	00:27
	Testing	00:12	00:24	00:41	00:39	01:56
	Report					00:00
	PSP activity	00:08	00:08	00:05	00:15	00:36
	All:	03:23	03:54	04:35	08:35	20:27