

# 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 Project structure

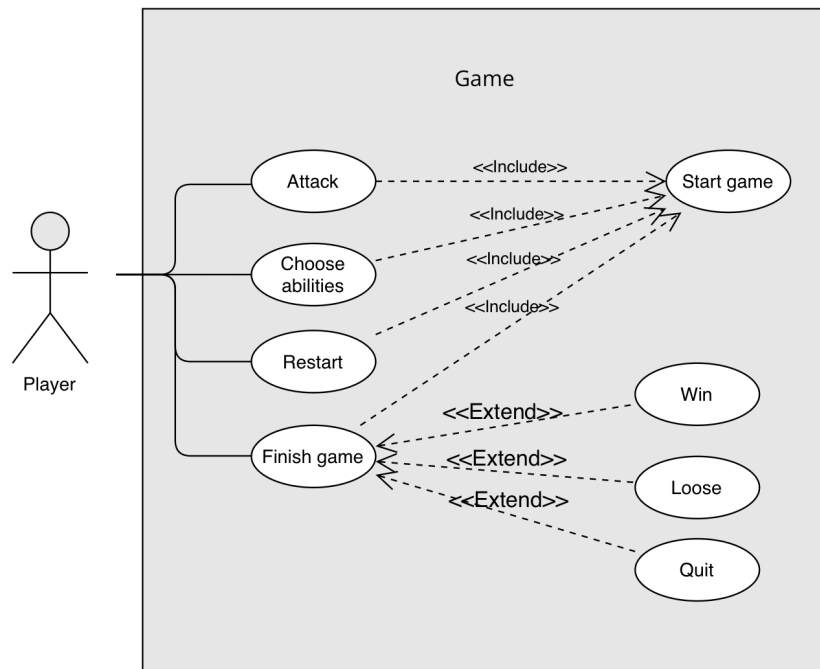


Figure 1: Use Case Diagram

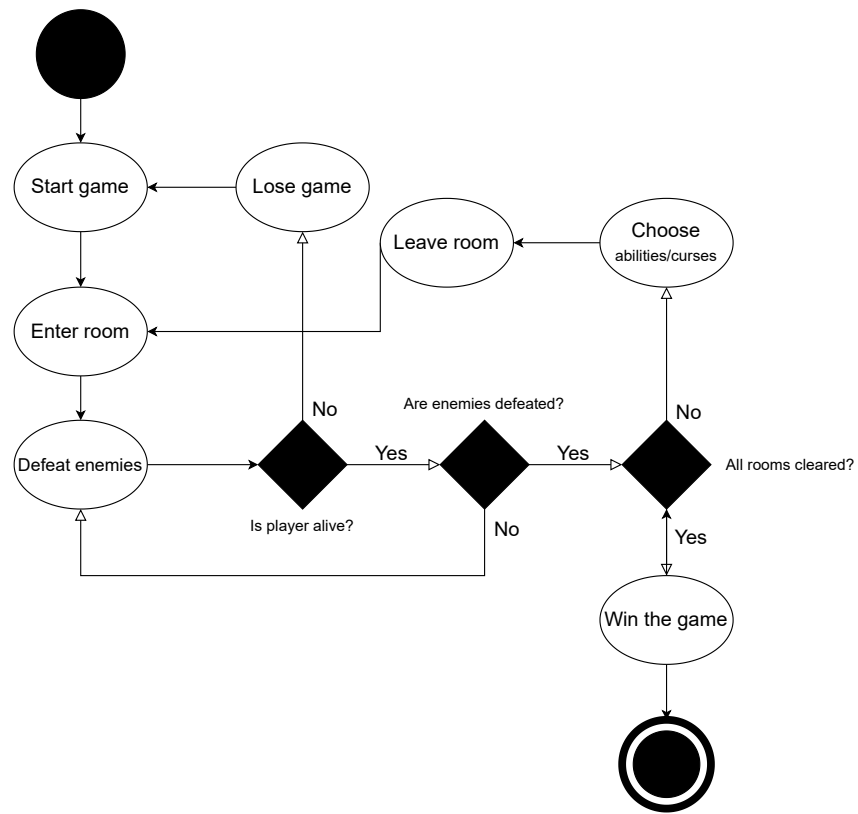


Figure 2: Activity Diagram

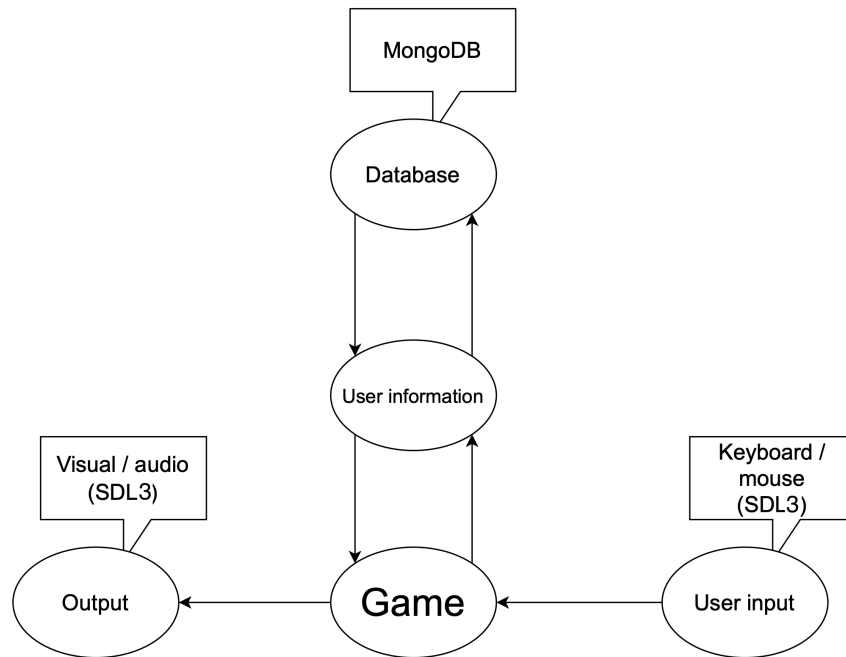


Figure 3: Data Flow Diagram

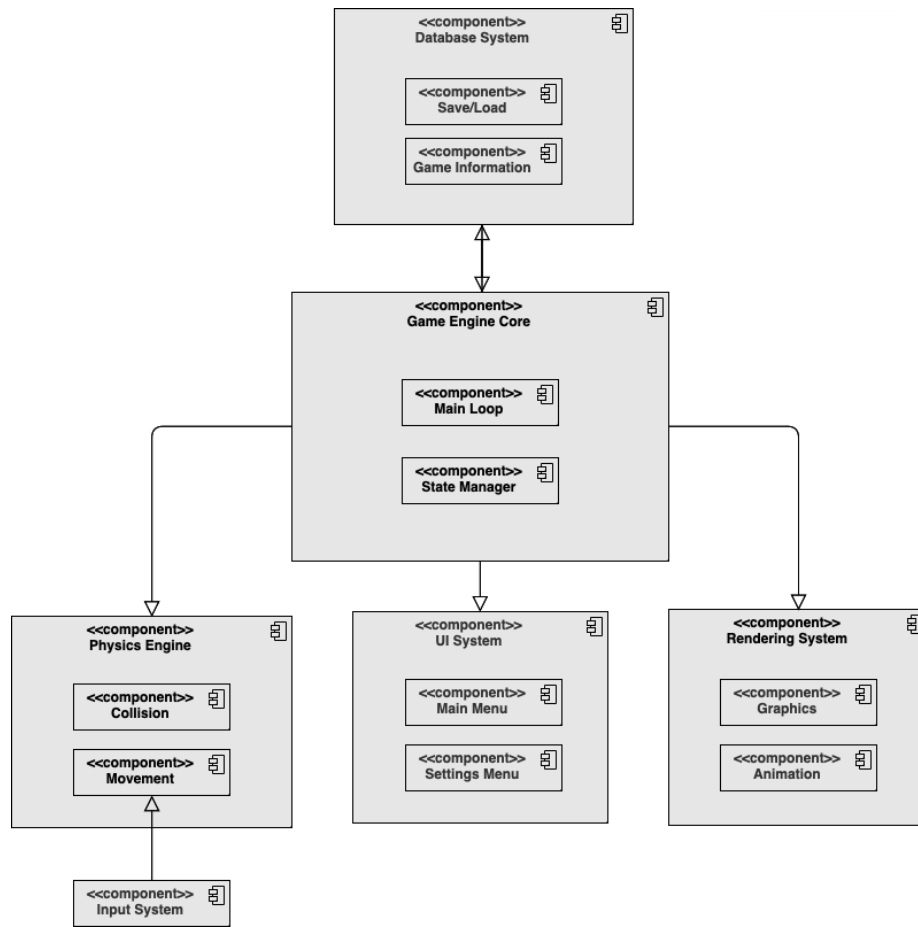


Figure 4: Component Diagram

## 4 Usefull links

### 4.1 Dungeon Monarch GitHub

<https://github.com/shoockrates/Dungeon-Monarch>

### 4.2 Used tools

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

## 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
	<b>All:</b>	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
	<b>All:</b>	03:23	03:54	04:35	08:35	20:27