Project Name: Dungeon Crawler

Project Description: A largely text based,

dungeon crawler style RPG. It has a turn-based battle

system. Player abilities as well as enemy difficulty

improve with progress.

Competitive Analysis: My game is similar to fan made/original Pokémon

games (in regards to the battle system), but differs in that fighting

is performed by the player's single character rather than

an array of monsters

Structural Plan:

TermProject:

TermProject.py [the main python file that'll include a reusable text battle mode, a graphic representation of battle mode and a map]

sprites:

multiple.py sprite strips to provide a simple visual aid for battle

Algorithmic Plan:

The battle screen will take values from the plaintext battle and display them using cmugraphics

OOP will be heavily relied so that Polymorphism can be used to simplify opponent stats

The AI will use a Minimax Algorithm to decide the best move given the game state.

Harder enemies will have greater depth and larger move sets that do more damage

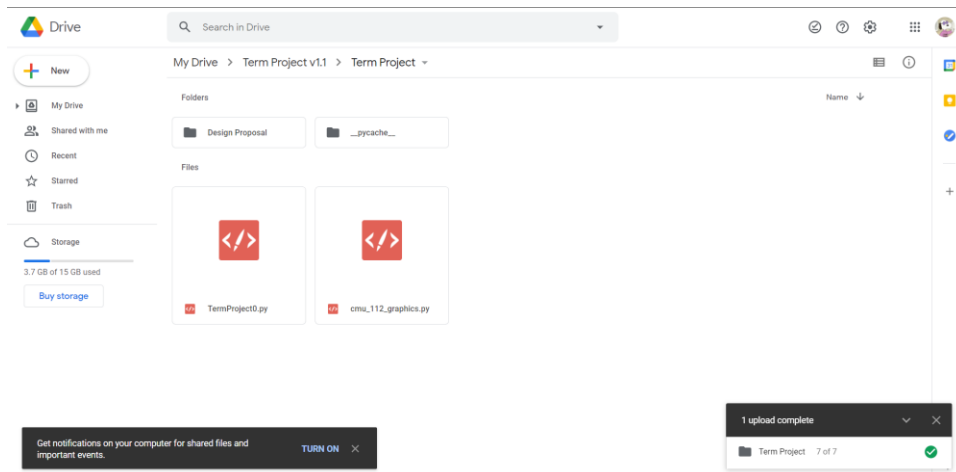Timeline Plan:

Plaintext Battle and AI: 4/30/2021

BattleScreen: 5/2/2021

Map Generation and Map to BattleScreen transition: 5/4/2021

Version control plan:

Each stage of timeline plan represents v1, v2 and v3 respectively

Backups every two days to Google Drive, increasing version by 0.1

Module List: None

TP2 Updates:

Finalized Minimax AI function

Changed plans for navigation to more text-based approach

TP3 Updates:

Added Looped Animations for each fighter

Added Ability to choose opponent difficulty

Added a wider variety of weapons and fighter names to improve experience.