Comp 4300 Project Report
Lost in the Dungeon

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Game Overview:

Game must be implemented using ECS architecture in C++: This game was created based off Assignment 5: Definitely Not Zelda. This means that it uses the ECS architecture as implemented in Assignment 4 with the upgrades from assignment 5. This also means that it was developed is C++ using the SFML library.

Game Type: Our game is based off an existing game that fits in the top-down horror genre where the player must navigate a map and avoid enemies and traps.

Game Levels: Our game has three pre-built levels. The boss level in our game is included as a separate level. The final level starts with fighting enemies that you already did in level 1,2,3 but when you hit the special tile you are transported to a room where you'll find the enemy.

Game Menu: We included a game menu that fits the theme of the game and adds the option to toggle game music. The menu includes the standard ability to choose between the three levels and adds the fourth boss level.

In-game Menu: We have created an inventory menu that allows the player to select items that they have collected. The inventory is opened using the I key, the player can move between items using the arrow keys, and they can make a selection using the enter key. If the item is consumable, the remaining count also is shown to the player.

All configurations must be specified in txt files: All of our txt files use the convention of having the levels text files and assets.txt in the bin folder and they are read when they are used by the game engine.

Asset Gathering: The assets used on this project were gathered from two sources, either from https://opengameart.org/, or from assets given for previous assignments. All assets were also modified using Piskel to have them better fit the game's theme and

usage of those assets. The sound files for the game were sourced using http://soundbible.com/. Audio tracks for the trailer were sourced from https://incompetech.com/music/royalty-free/ with exact tracks listed in the description as per the licensing specification.

Extra Features:

We have a couple extra features. The first is game music that enhances the horror aspect of the game. The second is limited map rendering so that the player can only see the tiles directly around them. This is to make enemies more surprising and maps more difficult to navigate. We also have a trailer which can be found at https://www.youtube.com/watch?v=5NZXCzMpd7E.

Game Controls:

The menu controls are:
- W: Move Up
- S: Move Down
- D: Play Level
- Escape: Close Game
- Q: Turn Music On/Off

The game controls are:
- W: Move Up
- S: Move Down
- A: Move Left
- D: Move Right
- Space: Use Weapon
- I: Access Inventory
- Down Arrow: Move Inventory Selector Down
- Up Arrow: Move Inventory Selector Up
- Enter: Make Inventory Selection
- P: Pause Game
- Q: Turn Music On/Off
- Y: Change Camera View

There are other controls that we kept from Assignment 5 to help us create the level, however these controls are not listed as they are not intended to be used when playing the game.

The objective of the game is to figure out where the exit to the level is while avoiding traps and killing enemies. The player completes a level upon finding the stairs to the next level. For the boss level, it is completed when the boss has been killed.

Unfortunately the teleportation pad in this level returns you to the same room rather than teleporting you to the boss like it should.