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"Dungeon Escape" Game (DGEsc)

For our project, we would like to design and implement a console riddling game. We want to design this game as a third person "escape the room" game with a classic theme of dungeon. This game will incorporates elements of action, adventure, and puzzle-solving games, but focus on puzzle-solving.

This project is inspired by Atari and NES classics especially Swordquest and the Legend of Zelda.

Since this game is a riddle solving game, we do not require some significant amount movement and fighting, although we do want to involve some dramatic scene when something is triggered by the player. Therefore, we conclude our challenges to be:

1. the graphic design
2. designing plots
3. possible sound effects

Milestones:

End of February:

● having working prototype of the first scene of this game
● write simple functions to represent the person's movement

Early March:

● improve the graphic design of game setup

Middle of March:

● come up with the majority of the game plot
● do 2 or 3 more scenes depending on our progress

End of March:

● come up with the more game plots
● do 2 or 3 more scenes depending on our progress

Early April:

- evaluate the game, and make modifications accordingly
- debug

Middle of April:

- Submit our design of Dungeon Escape
- More testing

End of April:

- Presentation

Background references:

Edwards, Stephen. "Understand Video Games; Understand Everything." 10 Apr. 2015. Web.

Rolfe, James. "Transcript of AVGN Episode Swordquest." Web.