

Dungeoneer

Description

Dungeoneer is a 2D maze game viewed from a top down perspective. The player controls the Dungeoneer, an adventurer who seeks treasure in catacombs and dungeons. The aim of the game is to collect as much treasure as possible in the dungeon and then find the key to open the trapdoor to the next level. Each level must be completed within a time limit or else the trapdoor locks permanently.

Additional features to be added if time allows

Some levels of the dungeons are inhabited by creatures that must be avoided or vanquished.

Some levels contain hidden passages that can only be discovered by finding the appropriate lever or switch hidden in the dungeon.

Magical gems can be found in some levels and these can extend the time allowed to reach the next level.

In some levels the player can pick up a magic torch which illuminates a larger portion of the dungeon.

Functional requirements

- The game will be implemented with Flash CS3 and Actionscript 3.
- The game will be controlled by mouse and keyboard.
- The game will be displayed on a visual display and will be 550px x 400px in size.
- The game will feature music and sound effects; however these will not be crucial for gameplay. Speakers or headphones are an optional user requirement.
- The completed game file must be capable of being embedded in a web page.
- The game must have a title screen with buttons that allow navigation to the game screen, instructions screen and credits screen.
- The game must have an instructions screen. The user can navigate from the instructions screen back to the title screen.
- The game must have a credits screen. The user can navigate from the credits screen back to the title screen.
- The game will feature 'next level' screens that appear between the levels of the game. These screens show the current score. A button allows navigation to the next level.
- The player character can move up, down, left and right, using the arrow keys.
- The game will have more than one level.
- Each level must be completed within a time limit or the game will end.
- Each level has a time limit of 60 seconds.
- The player character must pick up the dungeon key and reach the trapdoor within the time limit to proceed to the next level.
- The player can pick up keys and treasure.
- There will be a limited view of the dungeon maze around the character, simulating the light

emitted from the character's torch.

- The game ends when the player character completes the last level.
- Scoring in the game is based on how much treasure has been collected in each level.
- The current score and level are displayed on the game screen.
- The game will feature appropriate sound effects.
- A sound will play when the player picks up treasure.
- A sound will play when the player picks up the dungeon key.
- A 'victory' sound will play when the player successfully completes a level.
- Appropriate music will play throughout the game.