Welcome to Dungeon Hunt - a working demo of an upcoming game for the Atari 400/800/XL

Dungeon Hunt is a 3D hack and slash RPG in the classic dungeon crawl genre. In the game you will be required to navigate multiple levels of mazes, battle monsters, collect experience and weapons points, unlock doors and manage your health long enough to survive. Each new level introduces new and more challenging monsters along with new maps and puzzles. To play, you will need an Atari 400/800 or XL/XE system with at least 48K of memory, a SSSD (90K) disk drive and one joystick.

Viewpoint
The dungeon is always viewed from the perspective of your player – the rendering engine paints the passageway ahead of you and displays left and right turns as well as any monster in your immediate vicinity. Buttons and other wall decorations show up as you near them.

Movement
To move forwards or backwards, push the joystick forward or backward. To turn, push the joystick left or right. To attack or activate a wall panel, push the fire button on the joystick. You cannot move through a monster, so when you are face to face with one, you have two choices – attack or retreat.

Screen Elements
The top line of the screen shows the name of the current level, followed by a count of the number of monsters killed, followed by a count of the gold collected.

The next section of the screen is the main playfield which comprises the rendering of the dungeon, interactive details and any monsters that are encountered.

Finally, the dashboard display fills the bottom third of the screen. The dashboard shows the current level map (drawn dynamically as you discover new areas), the levels of the various player attributes (below) as well as indicator to show if the level key has been found or not.

Armour
Weapon
Health
Potion
Experience

Health Panel
In some levels, a section of the wall will contain a health recharge station. This station is activated by pressing the joystick fire button when facing it. Health is recharged one unit at a time up to the current maximum level.

Key Panel
In levels with locked doors, you will find a wall panel that displays a key. Pushing the panel (by using the joystick fire button when facing the panel), will unlock all doors in that level.

Unfinished elements

The following major components are still under construction:

- Sound
- Level Balancing
- Levels 3-12
- Monsters 6-16
- Corpse graphics
- Potion
- Ranged weapon