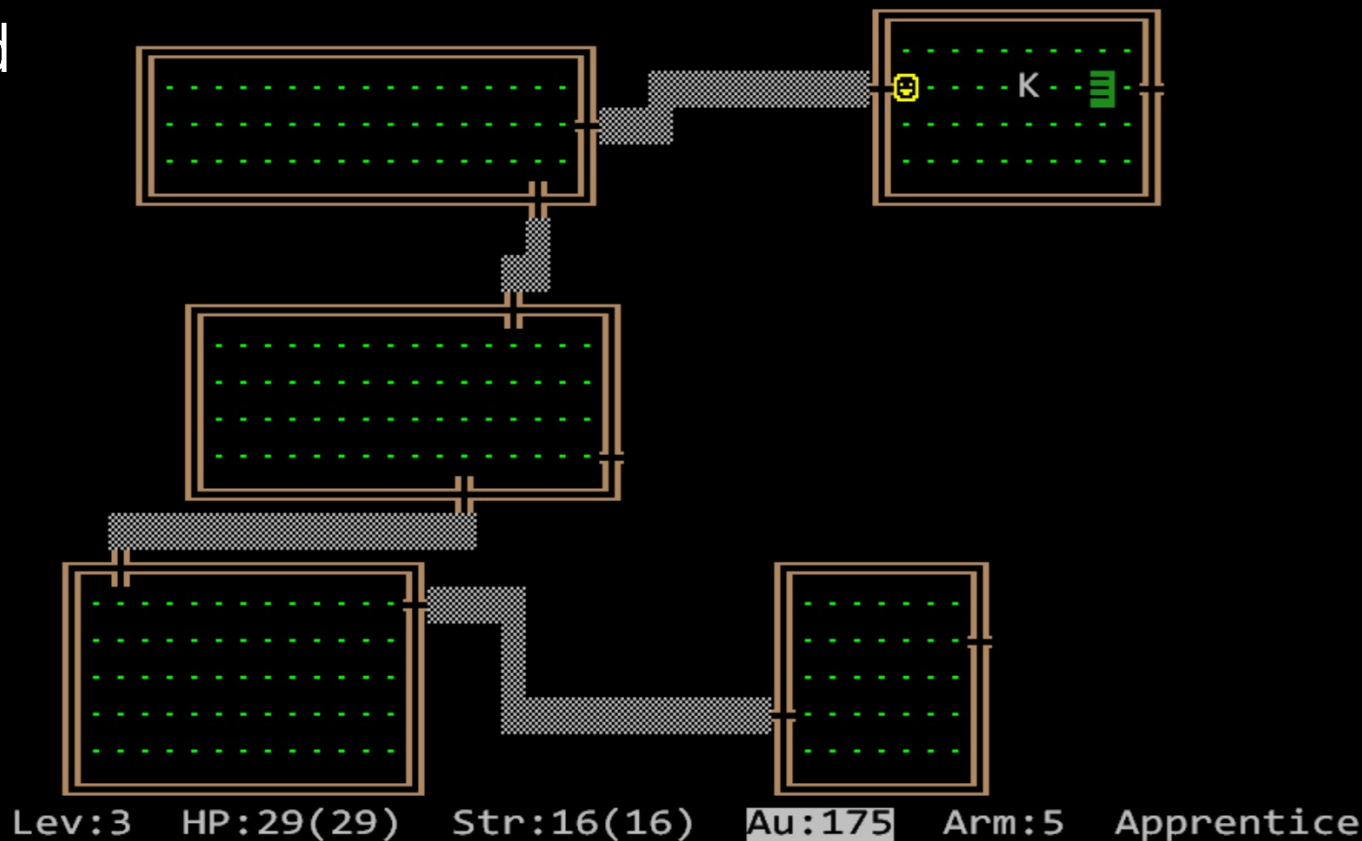


Renovating the Dungeon of Doom

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Resources Referenced in the Talk

- Online version of the game available at: <https://donnierussellii.github.io/JSRogue.html>
- History of the game from: [https://en.wikipedia.org/wiki/Rogue_\(video_game\)](https://en.wikipedia.org/wiki/Rogue_(video_game))
- Archived coredumpcentral site: <https://web.archive.org/web/20190418164654/http://coredumpcentral.org/>
- Site hosting the Java port: <https://www.hexatron.com/rogue/>
- My related object-oriented learning resources:
 - Introduction to Software Design with Java <https://link.springer.com/book/10.1007/978-3-032-11821-9>
 - <https://codesample.info>
 - <https://www.jetuml.org/>

Code Exploration!

```
-----  
|.....+#####|  
|.....|  
|.....|  
-----  
+  
#  
#####  
#
```

```
a) 2 rations of food  
g) A tan potion  
f) A scroll titled 'kar muyqov woy'  
b) +1 ring mail [armor class 5] (being worn)  
c) A +1,+1 mace (weapon in hand)  
d) A +1,+0 short bow  
e) 31 +0,+0 arrows
```

```
-----  
|.....|  
|.....+#####|  
|.....|  
-----
```

```
#|.....+  
#+.....|
```

```
#####  
#  
##  
#  
..
```

```
#####
```

1) Item id system

```
-----  
|*..|  
|. @.|  
|..|  
|..+###|  
|..|  
-----
```

```
#####+  
#  
#
```

```
-----  
|.....|  
|.....|  
-----
```

2) Level object management

3) Map rendering system

Lev:1 HP:28(28) Str:16(16) Au:192 Arm:5 Apprentice

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1. Friction helps learning
2. Legacy code is not clean code
3. Old games are a great way to learn the good by experiencing the bad.

