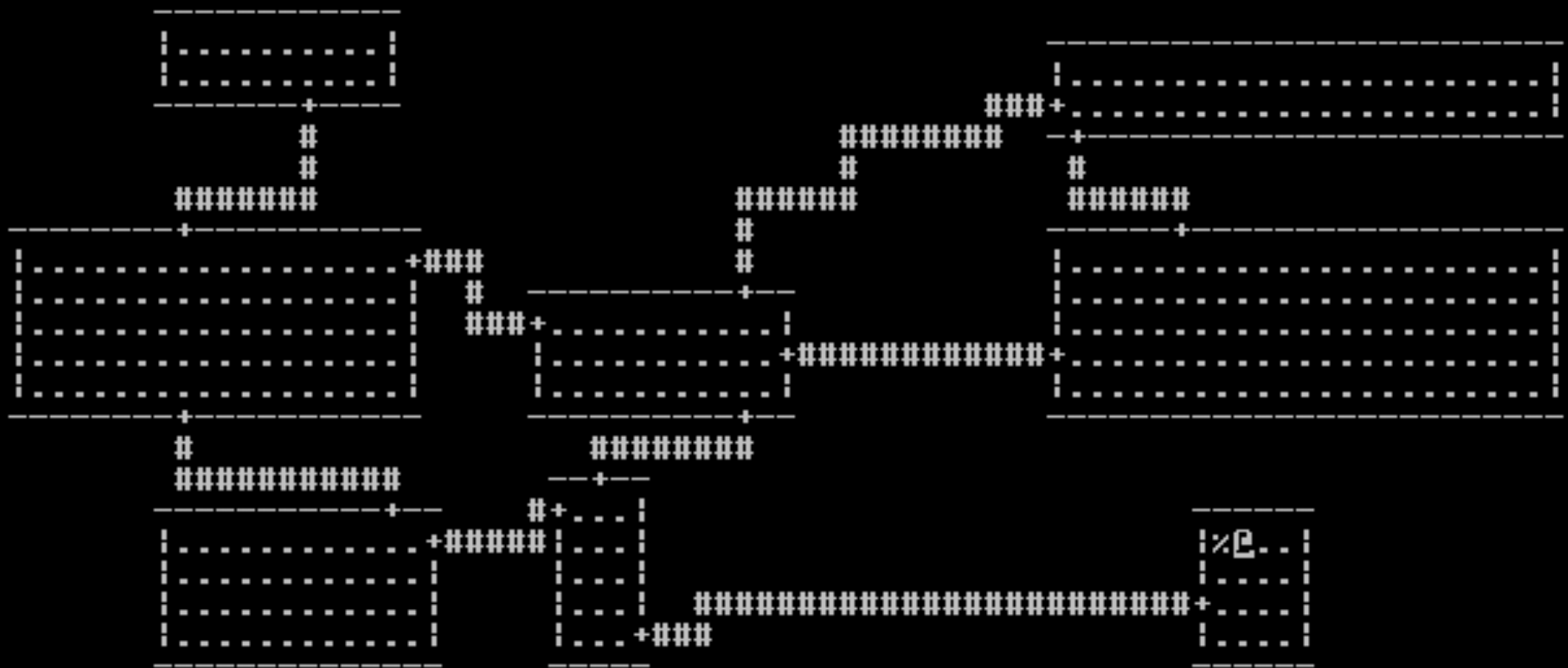


roguelikes
and building one



Level: 1 Gold: 264 Hp: 19(25) Str: 16 Ac: 6 Exp: 3/30

Rogue (1980)

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turn-based

permadeath

procedural
generation

roguelikes:

NetHack

ADOM: Ancient Domains of Mystery

Diablo

Dwarf Fortress

Cataclysm: Dark Days Ahead

FTL: Faster Than Light

rec.games.roguelike.development

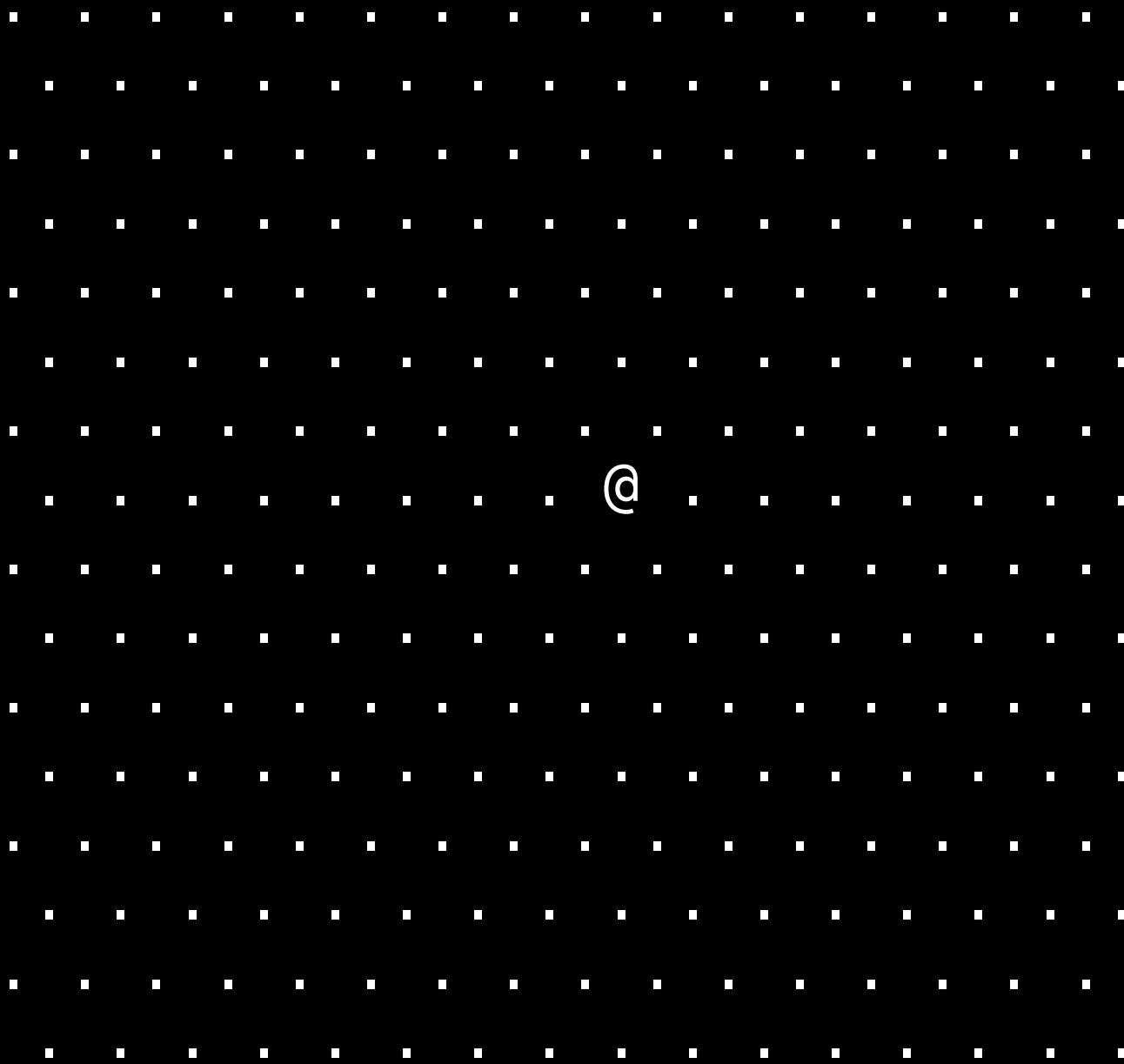
IRDC:
International Roguelike
Development Conference

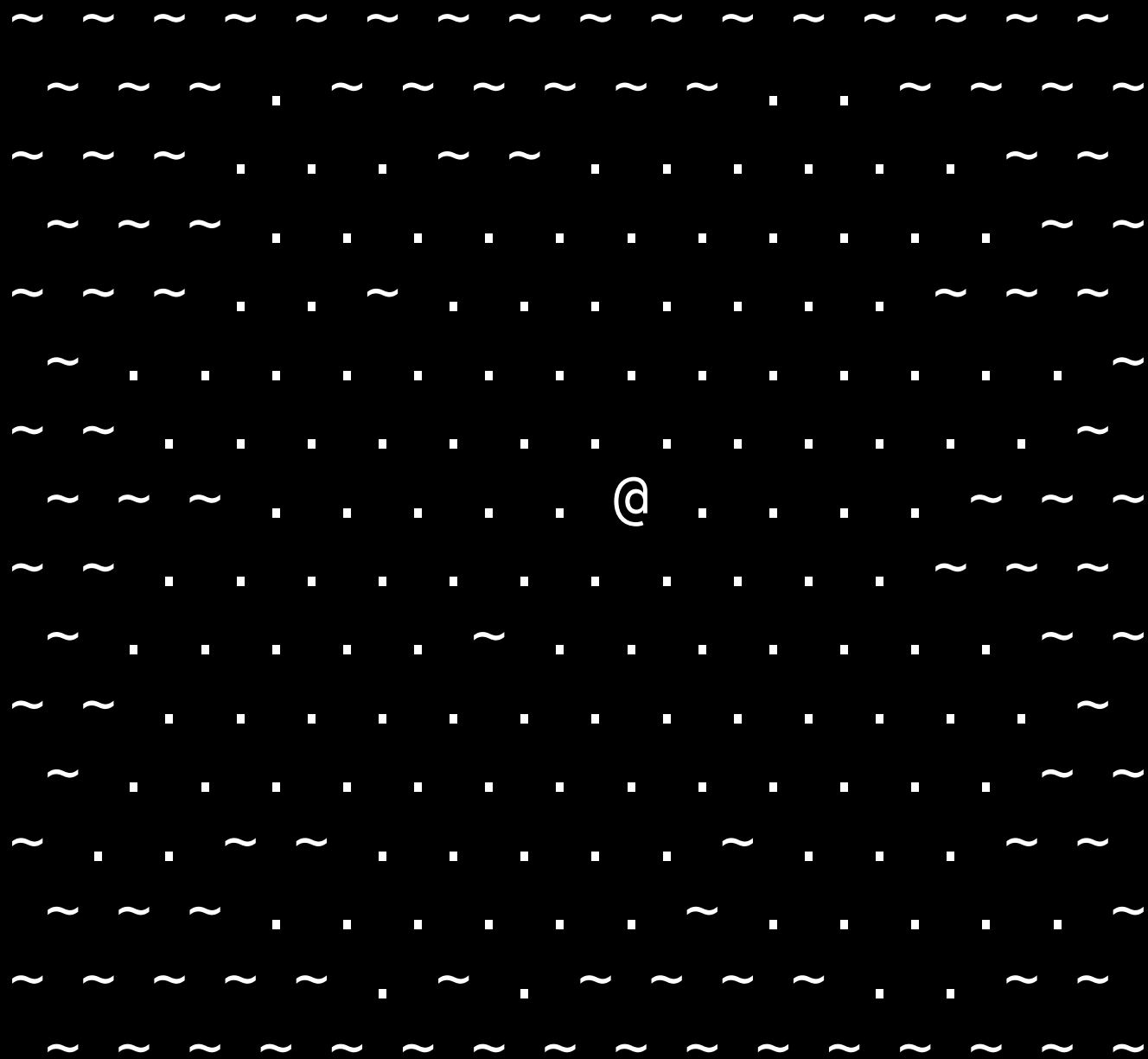
RogueBasin wiki

#rgrd (QuakeNet)

quickly fiddle with
game mechanics and
procedural algorithms

instead of
graphics and UI





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hitpoints

attacks

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pathfinding

obstacles

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field of view
(FOV)

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items (food)

motivation / decision-making

map memory

symmetry in capabilities
between player and monsters

----- Log -----+ Inventory ----- Info -----

^^^ 157 more lines ^^^

(none)

Turn: 281 / Hitpoints: 1

----- \$Map\$ -----

You move north-east.
You move east.
You move east.
You move south-east.
You move south-east.
You move south-east.
You wound SHOGGOTH.
SHOGGOTH wounds you.
You wound SHOGGOTH.
SHOGGOTH wounds you.
You wound SHOGGOTH.
SHOGGOTH wounds you.
You wound SHOGGOTH.
SHOGGOTH wounds you.

+ Things here +
DIRT
SHOGGOTH

<^^^^^^^^^^^^ 23 more lines ^^^^^^^^^^^^^>

The map displays a complex terrain layout. A large body of water (blue) occupies the right side and top-right corner. Land (black) is on the left and bottom. Open ground (white) is in the center. Symbols include 'X' (possibly trees or rocks), '#' (possibly pits or special terrain), '~' (possibly water features), and '@' (possibly a player or object). The map is surrounded by a border with arrows indicating navigation directions.

--- Set global keys ---

Q - quit
W - toggle win config
> - nav down window
< - nav up window
HOME - scroll pad left
END - scroll pad right

vvv 16 more lines vvv

<vvvvvvvvvvvvvv 22 more lines vvvvvvvvvvvvvv>

server client architecture

API

scriptability

<http://www.plomlompom.de/PlomRogue/>
<http://github.com/plomlompom/PlomRogue/>

GPL

c.heller@plomlompom.de

Twitter (and many other platforms):
@plomlompom

NoDrama assembly