

Proposal Document For:

The Lord Of The Meows

One Purr to rule them all

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Player Based Mechanics

- The players will use the **WASD** keys to move forward, left, back and right.
- The player will hold the **SHIFT** key to run.
- The player will press the **Space Bar** to use the item currently selected in their inventory - if the item is a sword, the player will attack, if the item is a potion the player will use the potion.
- The player will press **F** key to interact with the object/NPC in front of them, and use the **F** key as confirm button during the dialog box.
- The **Up/Down Arrow** keys allow the player to select options from the menu or dialog boxes.
- Push a movable object will require the player to run into the object and keep moving in the same direction.
- The player will press the **ESC** key to open the menu.
- The players health, inventory, score, power-up, etc will be displayed as HUD on the screen.
- Player will pick up object or power-up by touching them - a dialog of confirmation will pop up if the player wants to pick up a power-up.
- Using the **Left/Right Arrow** keys will allow the player to cycle through the inventory.
- The player will press the **M** key to toggle show a map.
- The camera cannot be rotated by the player.

NPC

Normal NPC's

- Will be either walking around or standing still.
- Are intractable by the player and will display a dialog box.
- Do not attack the player.
- Player cannot attack/kill NPCs.
- Are not attacked by Enemy NPC's.
- Will be grounded and cannot jump.
- Cannot interact with other NPC's or objects.
- Cannot open doors.

Enemy NPC's

- Can Walk or Fly.
- Cannot jump.
- AI will vary depending on enemy type and difficulty - players current level, players region (late game will be harder), difficulty will be proportionate to number of enemies, their speed, and their intelligence.
- Will attack and follow the player if the player gets in range (or is visible) - will be dependent on the AI type.
- Enemies can be killed by player - with weapon.
- Enemies will drop random loot - items (potions), power-ups(improve speed), score, etc.
- Enemies will re-spawn once an area is re-entered / player dies.
- Enemies cannot open door, but can walk through door that are left open by the player.

Objects

- Some doors - open and close (some require keys to be found).
- Chests - open only (contain items/power-ups)
- Platforms - raise/lower the player once the player stands on it.
- Traps - damage player health when player steps on one.
- Items/Power-up - picked up by player only by colliding with them.
- Normal NPC - display dialog when player interacts with them, when the dialog is shown, all other movements from NPC stop (player cannot be attacked while reading dialog).
- All objects except Enemies/Chests/Items/Power-ups are instantiated at the very start of the game/level.
- Enemies are instantiated when the player enters the level with random positions/types, and destroyed when their health reaches 0.
- Chests are instantiated at when player enters the level with random loot inside - are not destroyed when opened.
- Items and Power-ups are instantiated once power destroys an enemy/ opens chest, and destroyed when player picks it up.

Game AI

- Difficulty - will be determined by the players level and region the player is in (late game is harder), the difficulty is proportional to the number of enemies, their speed, strength and AI intelligence.

Rewards

- Items and power-ups to be used the player
 - Different weapon items to deal more damage.
 - Power-ups to increase strength, speed, health, etc.
 - Health items to heal the player.
- Score - killing enemies/opening chests will also increase players score.
- Exploration value - exploring areas is a reward itself.
- Rewards at the end of puzzles are better than the ones found normally - stronger power-up/items, more score, etc.

Structure Building & Puzzles

- Puzzles may vary from walking through a maze, to moving blocks in get to the chest.
- Harder puzzles have better rewards.
- Puzzles may always be skipped if the player doesn't want to do them - players choice.
- The complexity of the puzzles will increase with the progression of the game.