**Project Checkpoint 1**

**Team Name:** The Two Musketeers

**Team Members:** Félix Allard, Daniel Cristea

**Github Repository:** <https://github.com/AlexCristea04/UnityProject2024>

**Project Description:**

*General Description*

Our game will be a 2D fast-paced top down action game that takes place in a dystopian industrial arena. The player must use mobility, quick reflexes, and character building to survive a slew of brutal enemy waves.

*Roguelike Mechanics*

It is similar to a roguelike format, where every death will set the player back at the beginning of the run, with more permanent upgrades becoming available with every death. The arena shifts walls and floors every wave, providing fresh environments for interesting enemy encounters and preventing feelings of repetition. A shop is accessible between waves for the player to purchase items, such as rudimentary implants that modify your movement (giving you an extra dash, access to slow motion, etc) or stat modifiers. The faster and more accurate you play, the more cash you get per wave. Each wave lasts around one to two minutes. A run is short and very difficult, so you aren’t set back too far if you die. One mistake can lead to your death.

**Plan**

We have already implemented a lot of the base movement for the player character and controller support.

Week 4 - Begin working on player assets /// Implement basic shooting

Week 5 - Complete player assets /// Complete player character /// Melee fists attack

Week 6 - Implement a handful of ranged and melee weapons /// Polish weapons (add discarded shells falling to ground, muzzle flashes, etc)

Week 7 - Throwing weapons /// Damage test dummy /// Blood effects

Week 8 - Enemy AI /// Assets

Week 9 - **CHECKPOINT 2**