2D Pixel Knight

BY: Jeffrey Lu, Joshua White, Eduardo Terrazas, Jacob Tep, Joshua Hernandez

High Concept

A knight in shining armor goes on a grand adventure. Armed with nothing but a sword, it's up to you to platform your way to victory in this action packed game.

Features

- A side-scrolling platformer with beautiful pixel art.

- The player has many movement options, like jumping, crouching, and running.

- The player has options with which to fight enemies, like their sword and a dodge roll.

- The game will feature levels and boss fights that use finite state machines.

Player Motivation

The player is a knight who is on a quest to find and collect hidden treasure.

Genre

The game is an action platformer that takes inspiration from games like Super Mario Bros.

Target Customer

Players looking for a thrilling 2D platforming adventure.

Unique Selling Points

- Beautiful pixel art and animation

- Smooth, responsive controls

Target Hardware

PC

Design Goals

Simple: Game has simple controls that are taught to the player as they play.
Deep: Players have many options for moving towards their goals.

Further Details

Characters

- Knight: The character the player plays.

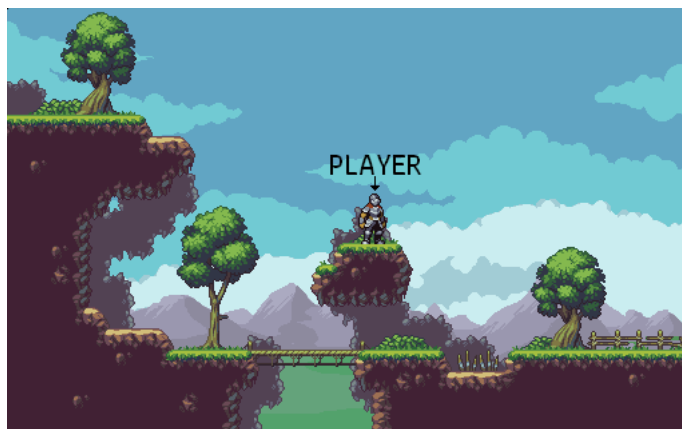- Monsters: Various common enemies and bosses for the player to fight.

Game Treatment Doc

- Concept Art

 Options for Player Asset by https://itch.io/profile/aamatniekss

- Mock-Screenshots

- Workflow planning

    Which part of the work could be done individually at home or in a team of 2?
    - Most work, from programming to asset acquisition can be done individually or in groups of 2.

    Which part of the work should happen during in-class work time or your group zoom sessions?
    - Planning and review of what has been done can be done in class zoom sessions.

    When are you going to meet outside of class?
    - We have a group discord for all out of class discussions.

    Do you have sub-teams in your big team who can do peer work and meet more frequently?
    - We are a small group and don't need sub-teams.

    What are the other ways of communication besides Zoom?
    - Discord, Email.

- Gameplay Descriptions

    The player will run, jump, and crouch to traverse the stages.
    The player can use their sword to fight enemies.
    Boss fights will be at the end of stages, or at the end of a group of stages.

- Work milestone planning

What is Due	Due Time	What Should Be Accomplished
Proposal	Week 9	Big Picture about the Project
Initial Prototype	Week 11	Playable Character and Part of Level
2nd Prototype	Week 14	At least One Level and Some Enemies
Final Project Demo	Week 16	Some Levels, Enemies, and a Boss Fight

- Trello Screenshots

Trello

Search

CS 485 Final Project
Free

Workspace views

Workspace table

Your boards

See all Workspace boards

Sidebar feedback

Board ⌄   **CS485 Project** ☆   CS 485 Final Project   Workspace visible   JW   Invite

Automation   Filter   Show menu

To Do
Acquire Sound Effects

Acquire Music

Make Enemy

Acquire Art for Enemies

Design a Level

+ Add a card

Doing
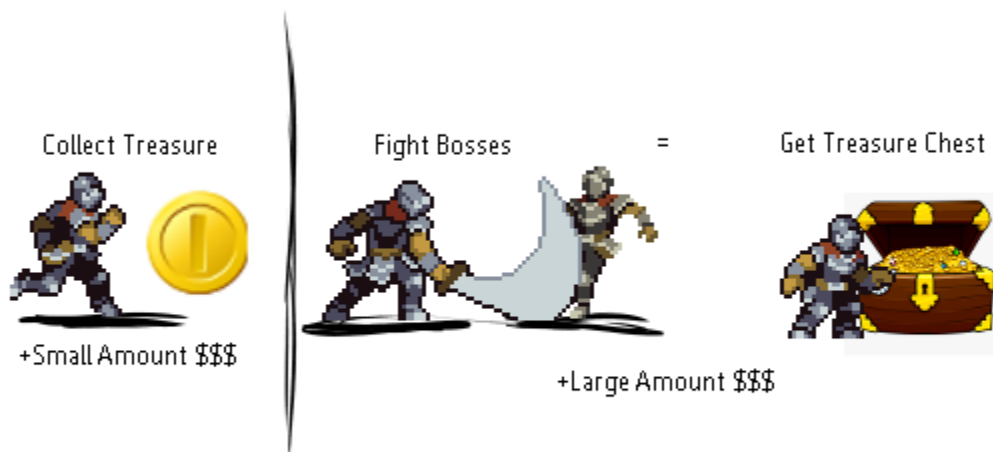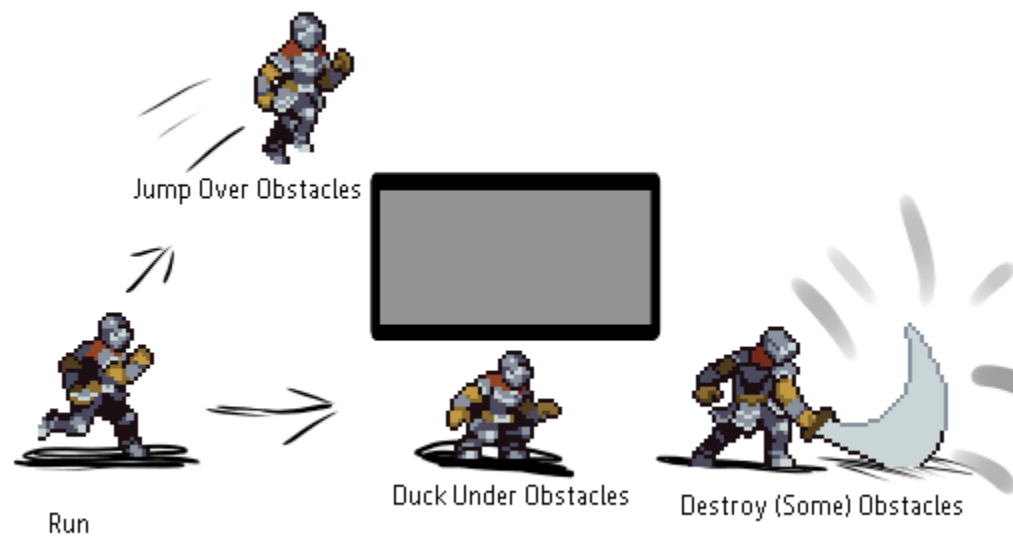Make Character Controller

+ Add a card

Done
Decide Type of Game to be Made

Acquire Player Art
👁   JW

+ Add a card

+ Add another list

Storyboards

Jump Over Obstacles

Run

Duck Under Obstacles

Destroy (Some) Obstacles

Collect Treasure

+Small Amount $$$

Fight Bosses

=

Get Treasure Chest

+Large Amount $$$

Role Split Table

	Roles	Role Split Table / List of Duties	Plans for Execution of Duties
Joshua Hernandez	-Sound Engineer -Programming -App Design	-Acquire sound effects and music -Help with programming -Finalize game concepts and mechanics	-Websites like the Unity Asset Store and Itch.io have free assets to acquire. -Use knowledge of programming with Unity to help ensure game code runs smoothly. -Work with the team to brainstorm and finalize ideas based on estimates to how much can be done before due dates.
Jacob Tep	-Management -Documentation -Programming -App Design	-Ensure things get done on time -Keep track of and backup code base -Help with programming -Finalize game concepts and mechanics	-Will use communications like Discord to keep track of who is doing what and if they are doing them on time. -Will keep track of and backup code base on a regular basis. -Use knowledge of programming with Unity to help ensure game code runs smoothly. -Work with the team to brainstorm and finalize ideas based on estimates to how much can be done before due dates.
Joshua White	-Artist -Programming -App Design	-Acquire art assets. -Help with programming -Finalize game concepts and	-Websites like the Unity Asset Store and Itch.io have free assets to acquire.

		mechanics	-Use knowledge of programming with Unity to help ensure game code runs smoothly. -Work with the team to brainstorm and finalize ideas based on estimates to how much can be done before due dates.
Jeffrey Lu	-Artist -Programming -App Design	-Acquire art assets. -Help with programming -Finalize game concepts and mechanics	-Websites like the Unity Asset Store and Itch.io have free assets to acquire. -Use knowledge of programming with Unity to help ensure game code runs smoothly. -Work with the team to brainstorm and finalize ideas based on estimates to how much can be done before due dates.
Eduardo Terrazas	-Testing -Programming -App Design	-Play test the game, ensuring it meets quality expectations -Help with programming -Finalize game concepts and mechanics	-Play test the game, ensuring it meets quality expectations and give feedback -Use knowledge of programming with Unity to help ensure game code runs smoothly. -Work with the team to brainstorm and finalize ideas based on estimates to how much can be done before due dates.