

Final Project Description

Abby and I intend to work on a project inspired by our grid clone/mods. It will be a roguelike real-time dungeon exploration game based on grid movement. The player begins the game by spawning in a preset dungeon consisting of multiple tiles that exist off screen. The player has multiple spots where they could spawn, and the rotation of the dungeon could change, but the actual complete layout does not. Controls will be very intuitive, allowing for organic player understanding; using Arrows Keys or WASD for movement, and Z or X for item interaction. From there, the player's goal is to venture into the centre of the labyrinth to collect a key, or another item which will allow the player to collect the game-winning key from the minotaur. Only when the player has a key, the player can escape the labyrinth, winning the game.

The minotaur is the main and only enemy in this game. It always spawns in the dungeon, and constantly follows the player through the maze. Arjun will use A* pathfinding to have the minotaur track the player. When the player is cornered by the minotaur, the minotaur will attack the player, causing the player's speed to drop. Originally, the minotaur is slower than the player, with 2 hits, the minotaur is faster than the player, and with 3 hits, the player dies. The minotaur will constantly emit a sound effect, which used in tandem with Unity 3D sound, will allow the player to always hear the general direction of the approaching minotaur, creating a unique sense of tension.

The visual design of the game will be mainly be lead by Abby, who will create an artstyle similar to her Grid Mod (see diagram). This game will include multiple items that will allow the player to venture further into the labyrinth, such as items that can break destructible walls, or bridges that allow players to traverse pits.

Visual Style and Inspiration:

