# GAME PROPOSAL

By Avik Singh

## Title: Dungeon Explorer

**Game Genre:** Action RPG

## Game Overview:

    "Dungeon explorer" is a first-person action game that is inspired by the Dark Souls series, with an emphasis on exploration, challenging combat, and a rich, atmospheric world. The game takes place in a series of interconnected dungeon rooms, each filled with challenging enemy NPCs enemies. The player must navigate these rooms, defeating enemies and collecting experience, in order to progress to the end of the dungeon.

    The player must master the game's combat system, which is focused on player skill and timing. The player can switch between two weapons, sword and shield and a bow.  Each room has number of enemies which the player has to defeat. Once player defeats the enemy, they are awarded with experience points which increases the player's stats.

    At the end of the dungeon, players will face off against a challenging boss. The  boss is larger and more powerful than regular enemies and require careful observation and timing to defeat. Defeating the boss results in player's victory. If the player dies, they have to restart from the beginning.

# Game level layout:

The Game level layout is in a form of dungeon. Player has to explore and reach to boss room and defeat it in order to win the game.
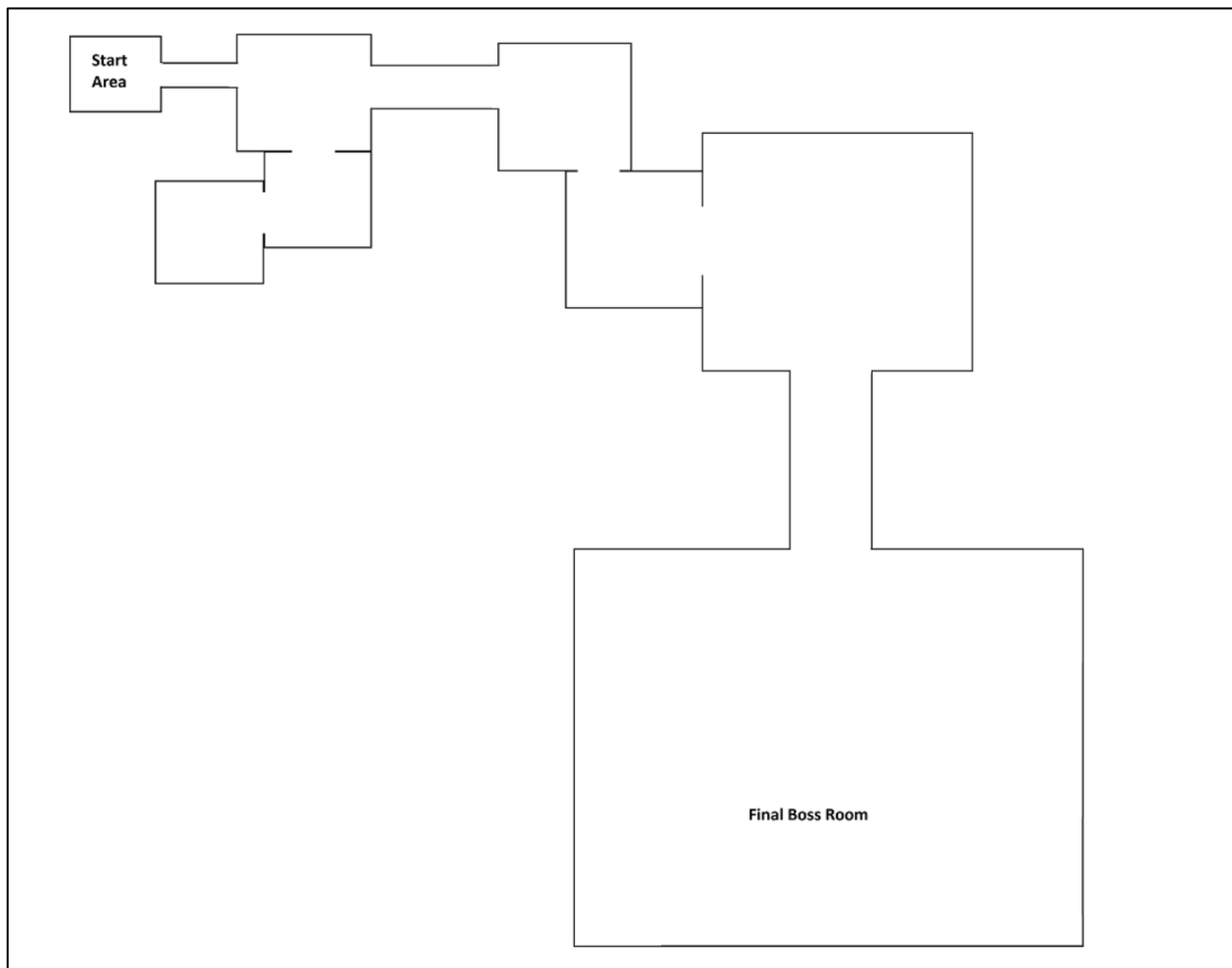


The level layout might change in the final project submission.

# Player:

## Controls:

- W, A, S, D: Move Character
- Mouse: Rotate camera
- Left click: Attack/ Shoot
- Right click: Shield block
- Spacebar: Jump
- 1,2: Switch weapon
- Esc: Menu
- TAB/N : Level Menu

## Abilities:

The player can use either sword and shield, or a bow. The player can block using the shield. In order to use bow, player must hold right-click to charge the bow in order to fire it. The player can run using shift button and jump with spacebar.

Player can gain experience by killing enemies and level up. Player can put points into Health, Damage, Attack-Speed, Agility( run-speed). Level menu can be accessed using TAB.

## Enemies:

### Zombie:



https://assetstore.unity.com/packages/3d/characters/humanoids/zombie-30232

A slow-moving enemy which is easy to defeat. Can only  Slow attack. It is in rest animation unless player is detected.

### Skeleton Warrior:



https://assetstore.unity.com/packages/3d/characters/humanoids/fantasy/skeleton-warrior-1-222338

A skeleton warrior a tougher enemy compared to a zombie. Can attack with sword and defend with shield. Defends after random number or attack. It is in a patrolling state and attack player when detected.

Ancient Dragon(Boss):



https://assetstore.unity.com/packages/3d/characters/creatures/dragon-for-boss-monster-pbr-78923

Ancient Dragon is the final boss of the game. It can perform a fireball attack or a slash attack. After few attacks, the dragon fly (fly animation) for a few seconds before attacking again.

Finite State Machine :

The following is FSM for Skeleton warrior. The FSM for ancient dragon and zombie will be almost similar with fewer behavior.
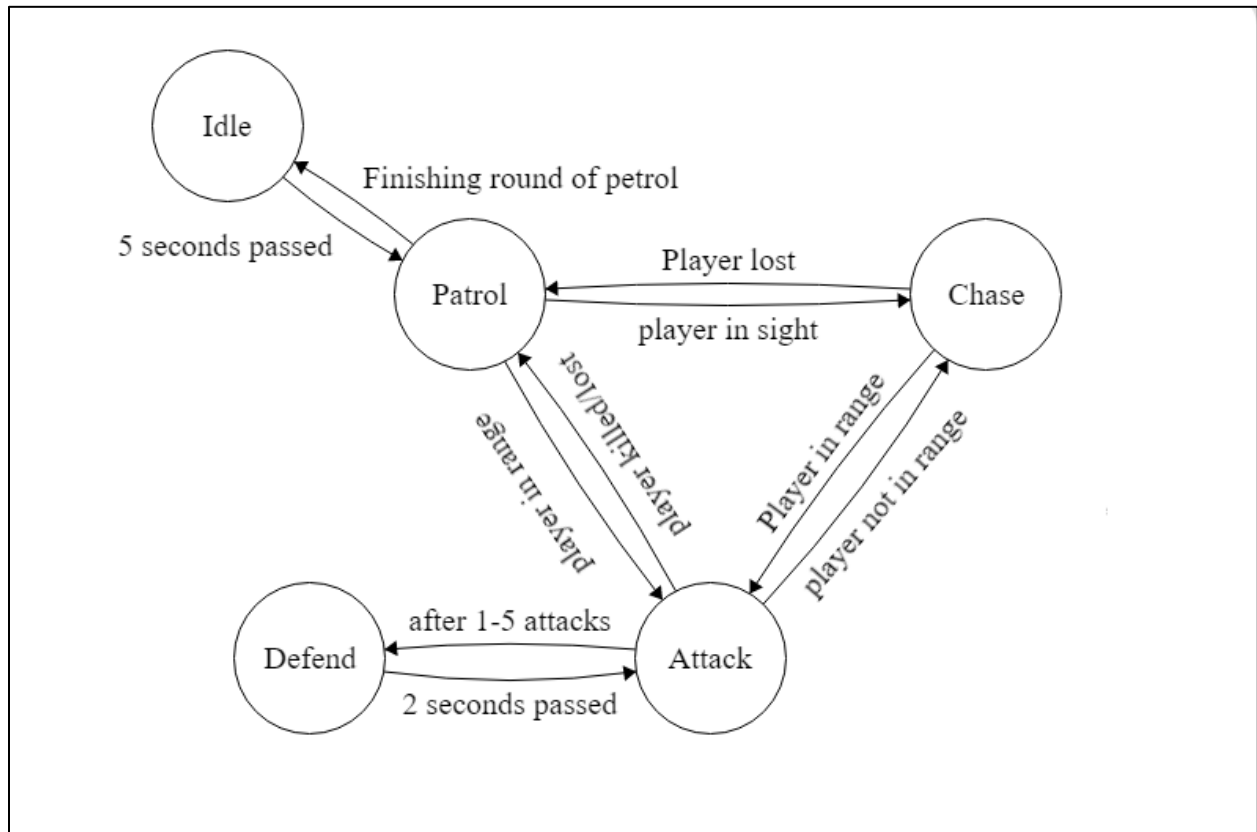
## Game UI:

The game UI will consist of health bar and stamina on the bottom left of screen. The XP bar will be on top left of the screen. If player is using a bow, there will be a bar in bottom middle of screen to indicate the bow charge.