Final Year Project

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Introduction

In recent times, there has been a notable surge in the popularity of simple yet engaging 2D hack and slash/time survival/rogue-like games like Vampire Survivors and Halls of Torment. These games are celebrated for their accessibility, quick learning curve, and captivating gameplay. With this in mind, I am excited to present my concept for a game that draws inspiration from these trends while introducing a fresh and innovative twist.

Games require advertisement to be discovered by large audiences, and there is little to no better way to advertise a game than for it to be played by a famous streamer on platforms such as twitch. My idea revolves around a particular person, famous under a name of Asmongold. This person popularised these games to a large audience.

My plan is to develop such a game with a theme of this streamer and his friends/other streamers as playable characters. To add depth, I will create quest chains that will add lore to the game.

Although this is quite an ambitious project, I believe with appropriate technology and dedicated time, I will manage to deliver it.

Technology

Programming Language and Engine: Still under consideration but leaning towards C# and Godot Engine.
Graphics: Since the game is a 2D pixel art style, Adobe Photoshop and Gdevelop are sufficient for all the artworks.
Platforms: Windows, MacOS, Linux using the libraries that support cross-platform development.

Here is the gameplay functionality that will be implemented (more to be added with time):

-Classic walk-around and kill everything you see on the screen.

-Multiple selection of weapons where each will have its own upgrades and unique abilities.

-Upgrade for player's skills, regardless of the character chosen.

-Simple questlines that provide a deeper immersion.

-A Gacha mechanic for in-game currency that will unlock rewards.

This is a brief document, more in depth design doc will be developed as the time comes.