**Project Proposal Draft**

Mason Bearden and Jordan Taylor

**Name:** Battle of the Professors

**Developers:** Mason Bearden and Jordan Taylor

1. **Abstract**

The user plays as a character and gets to choose a “student” to compete in battles with. They will traverse through a map containing trees, water, buildings (some being interactable), random encounters of “students”, and boss fights (the professors). Based on the “student”, there is a variety of ways to play the game being that each have different abilities / stats and typing.

The boss fights will consist of Mr. Bradley, Dr. An, Dr. Wang, Dr. Ericson, and Dr. Guerin. Each boss fight will be placed in an appropriate area based on their abilities. As an example, Dr. Guerin with artificial intelligence will be placed in a mechanical-like location. The player will gain an attribute from each boss, learning some of their skills. The skills will be randomized as a reward (this skill reward may eventually be reconsidered as it might take too long). The player’s “student(s)” can level up to gain new abilities and increased stats.

The buildings, being undecided so far, will offer the player special features such as healing. We hope that in making this game we can develop more ideas on this concept. However, we need to get the base of the game started before considering this feature.

1. **Introduction**

The expected users that would be interested in this game are the students, the professors, and those who enjoy RPGs (role-playing game). At the start of the game, you will be able to pick your starter “student”. Students will provide a different experience to the game in terms of combat. The combat will be turn-based involve health and a set number of times an attack be used before being unusable. Level up your “student” and gain attributes to take on the professors, potentially learning something from the battle (unsure yet).

* 1. **Character**

The playable character will be able to capture random encounters of “students”. These “students” do not have an official name yet, but they will possess special abilities and types. As an example, Logan having an ability / attack being “The Electric Boogaloo” as his name on our first zoom meeting was as such. These types will have strengths and weaknesses to one another, and same with the attacks.

* + 1. **Typing**

Our current decision for the types are: Cyber Wizard, Code Zombie, Machine Warrior, and A.I. Samurai. These types are general and may have different affects with different students (unsure so far).

* + - 1. **Cyber Wizard**

The most powerful of the 5 in terms of damage, but easiest to kill. This type of student could posses a variety of defensive skills such as healing or shielding.

* + - 1. **Hacker Ninja**

Has a chance to dodge attacks and is the fastest of all 5. The attacks have a chance to cause the enemy to bleed but this chance is not very high.

* + - 1. **Code Zombie**

When damaged, has a good chance to infect the opponent. Has a second life that causes it to respawn with significantly reduced health, increasing the chance of infecting the opponent with a plague extremely dangerous due to previously being dead.

* + - 1. **Machine Warrior**

The tankiest of all 5. Able to block or reflect attacks. When the health gets low, regens a percentage of health every turn until a certain percentage of health is reached.

* + - 1. **A.I. Samurai**

Able to pierce through defenses and stun the target. Higher than average damage and health but, out of respect of the opponent, allows the enemy to always go first.

1. **Professors**

The professors have strengths and weaknesses. The player must skillfully select their team to defeat each boss.

* 1. **Mr. Bradley**

This professor is friendly but does not take kindly to tanky students. However, he is weak to hard hitting types.

* 1. **Dr. An**

The only way to truly defeat him is through evading his attacks. His Big O notations are too powerful to withstand, unless you are a tank or ninja.

* 1. **Dr. Wang**

Having a way to resurrect one’s self may prove advantageous here.

* 1. **Dr. Ericson**

This battle will not be favorable to those who come back from death, as she gets tougher over time. Killing her fast is most ideal, however, do not think the Cyber Wizard will be so easy.

* 1. **Dr. Guerin**

Being patient in this battle and making careful strikes will grant success.

1. **Background**

We are interested in learning the concepts of a turn-based combat game with an adventure. It will provide a variety of skill sets that we will be able to use in feature programs. Having the experience of creating an RPG could potentially open up job opportunities.

1. **Impacts**

This game will hopefully provide enjoyment to those who are stressed or ill, making life a little more exciting.

1. **Challenges**

The toughest aspect of our game is managing our time. We have many ideas for implementation and little time for them all. I believe that the toughest portion of the game will be all the small things working together such as: traversing through the map, stat loss / gain / upgrade, capturing the students, leveling the students up, and rewards from combat.

1. **Scope:** The bare minimum for the project that we want to accomplish is having at least a character and all types working as expected, along with having the bosses fully developed.

*Stretch Goals*

* Implementing different abilities for different students based on the type.
* Functioning buildings and balancing of the game.