Alžběta Hradecká - Počítačová hra - roguelite dungeon crawler

Cílem práce je v programovacím jazyce C# v engine Unity 2D vytvořit hru. Hra se odehrává na fiktivním vesmírném výskumném středisku. Dungeon - podzemní jeskyně - bude náhodně generovaný. Hráč sbírá itemy, které může zkoumat a následně využít na upgrady. Ve hře bude možnost mluvit s jinými nehratelnými postavami (např. vynálezce, obchodník...). Hra končí, až hráč získá určitý počet materiálu. Roguelite - když hráč zemře, neztratí určitá vylepšení získaná v předchozí hře.

Teoretická část: Historie herních zařízení

1. *tutorial
    a. a bunch of easy quests in the lab
        i. talk to people
        ii. fetch quest
        iii. *bio lab - be careful of plants
        iv. /*microwave

2. main loop
    a. enter the dungeon
        i. short animation
    b. get orders
        i. order comm interface
    c. scavenge
        i. randomly arranged rooms
            1. each room has a set layout
                a. item spawn location pool
                b. item pool
                c. *enemy spawn location pool
                d. *enemy pool
                    i. *enemy pool depends on biome/region
        ii. *biomes/regions
        iii. inventory
            1. order list
                a. show progress percentage/a out of b
                b. cross out completed tasks
            2. item slots
                a. set amount
                    //can be increased with backpack
            3. equipment slots
                a. tool
                b. helmet
                c. suit

// every thing has a name, sprite and short description

iv. *trader npc
//entity that appears at random spawnpoints in the cavern. will trade you rare items in exchange for other materials

d. return
   i. after a (random) timer runs out, the cave starts shaking and rocks falling, first expedition + when you take too long ==> evac warning, otherwise get caved in (another random timer) and die (and lose all items)
   ii. lab
      1. material stashes
      2. gear upgrade stations
         a. talk to npcs - random scientists
         b. spend material to uprade
            i. pickaxe - faster
            ii. sledgehammer - can break stronger walls
            iii. *vial durability
            iv. flashlight - fortune effect (stronger) on said material
            v. hazmat suit - higher defense, allow/faster climbing/wjs
   iii. story progression/ending - when you gather enough material, something happens

3. **items and equipment**
   a. items
      i. kind (mineral, biomaterial, scrap material)
      ii. subkind (amethyst, diamond, soil sample...)
   b. gear
      i. tools
         1. pickaxe (faster mining)
         2. sledgehammer (break some walls)
         3. vials (collect bio samples)
            a. *vials can break when you get attacked
      ii. armor
         1. helmet - flashlight
         //basically fortune - allows you to see more clearly and get more stuff

//(just lore. nothing else except drops changes lol)

    2. hazmat suit
        a. defense, climbing/walljump
   iii. backpack
    1. more inventory slots
        a. *you can lose it (along with the items in it)

1) *tutorial
2) **main loop**
   a) enter the dungeon - animation
   b) get orders - order comm interface
   c) scavenge
      i) randomly arranged rooms
        (1) item & enemy pools
      ii) *biomes/regions
   d) inventory
      i) order list
      ii) item slots
      iii) equipment slots
   e) *trader npc
   f) return
      i) timer runs out, get caved in
      ii) lab
        (1) material stashes
        (2) gear upgrade stations
           (a) talk to npcs
           (b) upgrade
      iii) story progression/ending
3) **items and equipment**
   a) items - kind, subkind
   b) gear - tools, armor, backpack

MS1 - 12. 2.
   ☐ 2.d - inventory
   ☐ 3 - items and equipment
   ☐ theoretic part

MS2 - 2. 3.
- ☐ 2.c - scavenge
- ☐ 2.f.ii - lab
    - ☐ 1 - stashes
    - ☐ 2.a - npcs
    - ☐ 2.b - upgrade

MS3 - 20. 3.
- ☐ graphics
- ☐ tutorial