References / Stimulus

Stimulus for Game Design. These games are visually similar to the game that we have envisioned.

- **Legend of Zelda** For the Fighting style and general layout

Target Audience

The intended target audience is for RPG enthusiasts, as well as players who are new to the genre. The title will include features that will appeal to either player. Players ages may range from five years-old and up.

Core Mechanics

The primary mechanic in the game will be your sword combat. The player will ultimately be required to complete waves or levels by making their way around rooms to defeat all the enemies in the wave. The player will move around using directional keys*, and can attack / swing their sword by utilising the action button*.
The final product will feature:

- Different types of enemies, with individual stats and characteristics.
- Random drops from enemies (coins/money, items)
- Set level design (same layout with different content)
- Obstacles (walls that blocks your path.)
- Rewards. An in game shop will be available, where you can use the money you've collected to purchase cool new things!

Gameplay

The player is trapped in a dungeon! The goal of the game is to defeat wave after wave of enemies in order to reach the dungeon's exit. The player will need to slash his way through various foes, and collect powerful gear to best his opponents!

Characters

- ➤ **The protagonist (Hero, adventurer)**
  - ○ Wields a sword to fight off foes in order to escape the dungeon.
- ➤ **Pug**
  - ○ A friendly travelling merchant. Or is he…?

Mobs

- ➤ **Rat**
  - ○ Basic monster. Easy to kill. Has low amount of health, and doesn't deal much damage to the player. Appears as first enemy in the game.
- ➤ **Slime**
  - ○ Basic monster. Slight difficulty. Randomly changes speed. Has low health, but is unpredictable. Appears as second enemy in the game. (After first wave).

Enemy AI

The enemies in this game will be randomly placed on the level where they can be attacked at any time by the player. The enemy characters will respawn every time the player enters a new stage.

The enemy will move towards the player if the player moves within a certain radius of the enemy. This will allow for more interesting gameplay that requires greater skill of the player.

Assignment

Brendan: will be responsible for basic and advanced AI (advanced AI was not successfully implemented by deadline but the files have been uploaded with it), base enemy class, all parts of BuildEntities.js that relates to enemies.

Alex: will be responsible for the Player and entity.

Jesse: will be responsible for the UI, Shop, Music, particle system, sprites, game states, helped others.

Simon: will be responsible for the Shop, Collision, Walls, Buttons.