Project Name: Unknow

Student: Haoran An

Advisor: Nathan Bean

**Project Description**

This project will be a 2D side-scroller action game and will be similar to the Figure1 shows. The player should cross the map from left to right to arrive at the Boss fight. The game will be roguelike, and every death or game over will reset all player attributes. Only the experience will leave to add the perk to unlock skill for the next round. All player attributes will be related to four different classical elements, and they will randomly drop from the monster. The player actions will include eight sides moving, close and long range attacks depending on the weapon used, skills used depending on the highest elements and weapon used, and unique skills depending on the highest elements and perk from multiple rounds. It totally will have eight different skills and four different unique skills end of this project.

图片包含 草, 卡车, 桌子, 华美

描述已自动生成

Figure1. Lost Castle

**Project Implementation**

This project will use Unity as the game engine. The skill and elements system and game logic will implement by the C#. At the beginning of the project (MVP), a stick figure will be the player model and update the player model in the future version (V 1.0 or 2.0) by using photoshop and Unity Asset Store.

Minimum Viable Product:

1. A basic player model, including all basic player actions
   1. Move
   2. Attack
      1. Close range
      2. Long range
   3. Test skill
2. A basic Map
   1. Map
   2. Basic monster

Version 1.0:

1. Finish the Skill system with different weapons
   1. Now plan minimum 2 different weapons and 8 skills
2. Minimum 1 chapter and a boss
3. Basic UI
   1. Menu
   2. Save and Load

Version 2.0:

1. Skill tree
2. Multiple elements skill
3. Scene Damage