Multimedia Website Design Practices (ITE3714)

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Mini-Project for Multimedia Website Design Practices – **Game Proposal**

Class: FS123002N-D   **Date: 2/4/2018**

Group No.:	1		
Game Title:	**KC Adventures**		
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I.   Brief Description of the Game:

Game Story:

In 2019, an outbreak of a mutant Cordyceps fungus ravages the Hong Kong, transforming its human hosts into monster. We need to control out main character to survive and find the hidden conspiracy.

Main character :

KC :   **He is a police officer so that he know how to use most of the weapon.**

Props :

(50% chance to drop from normal monster / 20%chance from flower or grass / 10% from last boss's small monster) :

Big Bullet pack :   +30 bullet

Big first aid kit :   + 20% HP

(50% chance to drop from monster when they were hit)

Bule orb   + 1 bullet ;

Hp orb + 5 HP.

Weapon :

 Flame gun (10% drop from all enemy in room 2): -5 bullet at the beginning than keep deduct the bullet slowly every second.

 Small AOE attack / damage = 1/hit

 bomb: unlock in the tutorial room

-5 bullet

small aoe with 6 damage

 boomerang : -2 stamina / 2 damage/hit

It will follow the path to hit the enemy

If the boomerang hit the wall object. It stop.

If no , auto go back to out hand. You need to pick up the boomerang in order to use next time.

Also, it can collect pick up object or carry the bomb to your enemy.

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key: use to open the door in room 2 inorder to go to room 3

(Kill 50 monsters in room 2, then it will spawn a powerful monster. Kill it and 100% drop)

II.   Game Play, Level and User Interface Design:
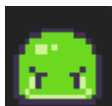
Monster :

skeleton : weak monster. It won't chase us and only attack when we are near them.

-2HP

-1damage

-very small hitbox.

slime: weak monster . it will chase us when we close to them less than 64 pixel.

-3HP

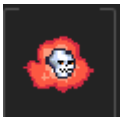-1damage

-very small hitbox

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 priest, projectiles monster.

 it will fire 3 projectiles to player

-5HP

-1damage/projectiles

 red skull : spawn in room 2 after 50 monster were kill.

-20HP

-1damage per hit

- big aoe damage. Not easy to close.

-100% drop the key.

Last boss :

150 HP

Sleep state

- Wont do any things until we attack and boss battle start.

Idle state

- Random choose the attack state (fireball, lightning, move + melee attack)

Lightning fall state:

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- Random fall the lightning around the player
- The x,y is according to the player x and y,speed and input.
- Damage : 2
- High knockback
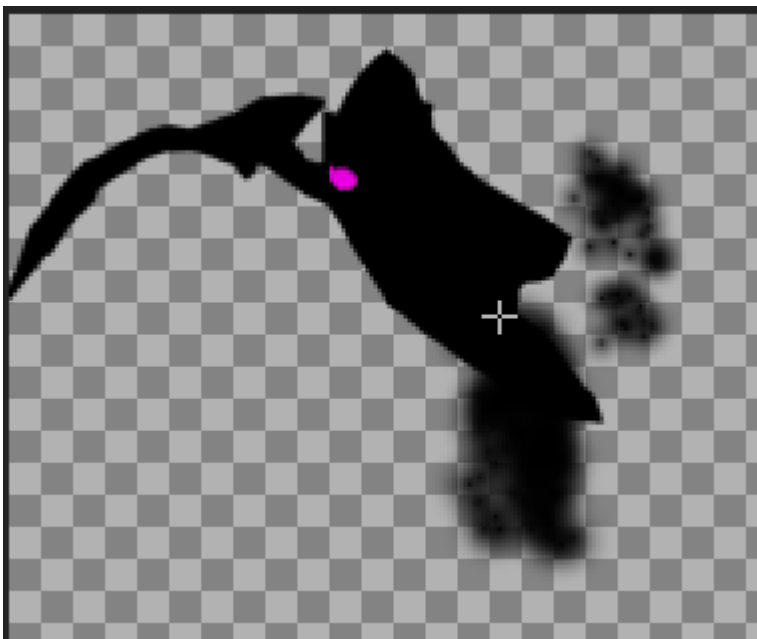
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Fire ball state

- Fire the fireball to the player's direction
- Damage 1

Move state

- Chase the player and if the player are under the attack range , change to attack state
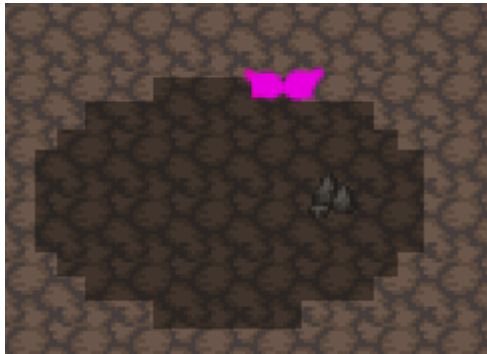
Attack state

-
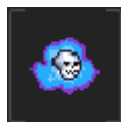- 5 damage.
- High knockback

Dead state.

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- When HP is 0

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- It dead and create and win object . game finish.

Other state

The boss will create a portal when hit 37.5HP   75HP   112.5HP.

The portal will create a blue skull monster

It will chase the player and create a explosion when collide with player.
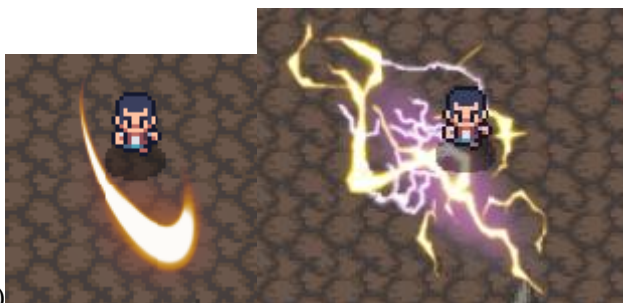
5 damage + knockback;

Player :

Move state :
- WASD to move

Dash state :
- Shift to dash
- Short invisible time

Sword attack 2 combo: (space bar)

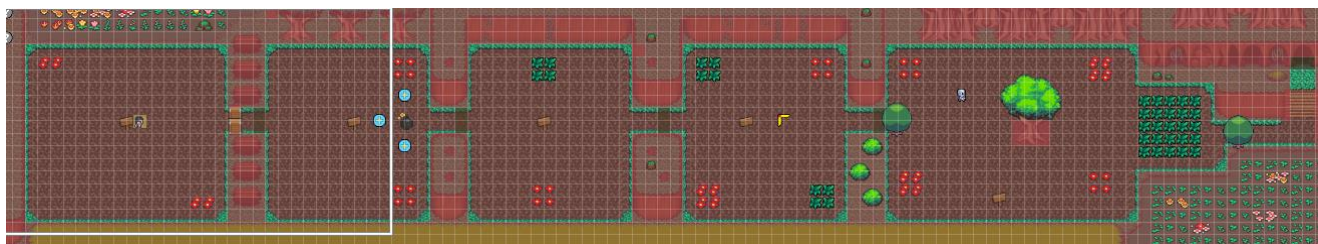   unlock in the tutorial room

   First hit 1 damage + small hitbox

   Second hit 2 damage + big hitbox

Game Play :

ARPG

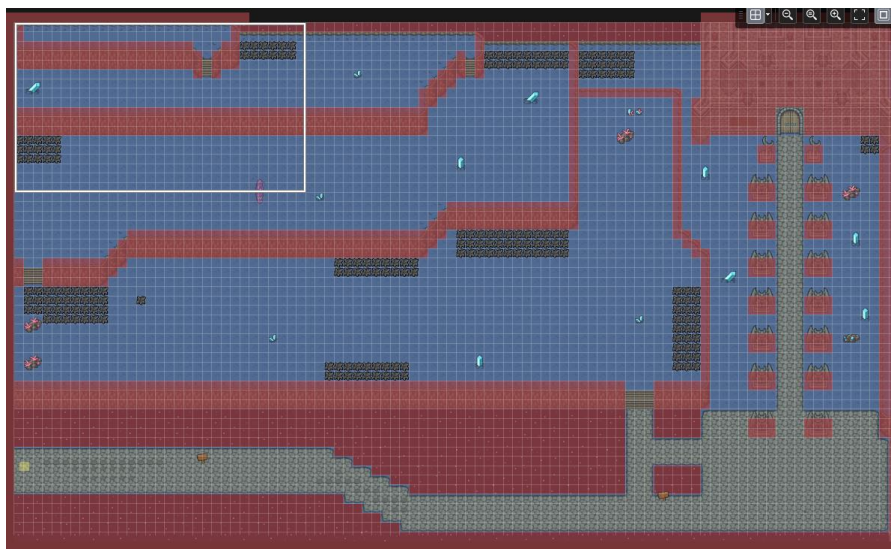Room 1 tutorial room

Teach the player how to play the game

It needs to kill 9 weak monsters in order to go to room2.

Black ground music : little town

Room 2 :

- Kill 50 monsters then find the special red skull monster
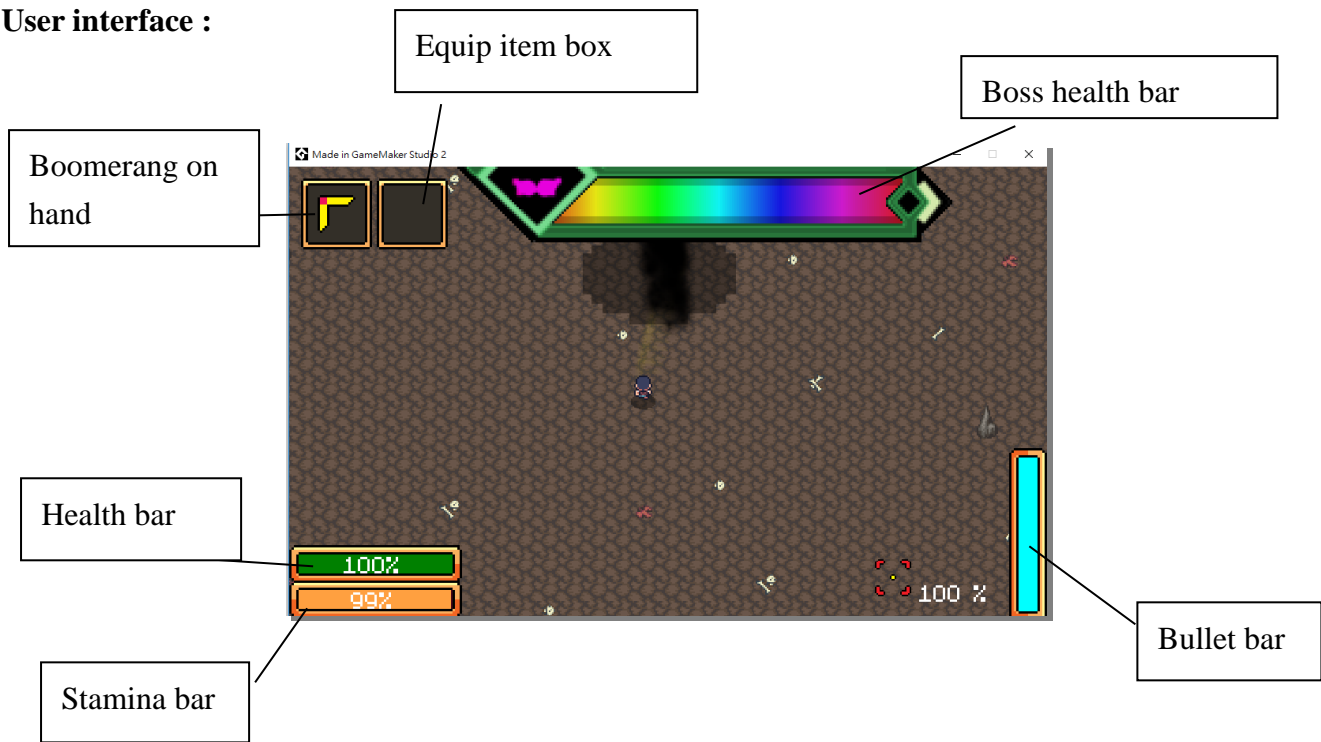- Kill the red skull and find the key
- Equip the key and mouse right click in front the door.
- Then go to room 3.

Room 3 boss room

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- Take the supplies
- Boss fight
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User interface :

Equip item box

Boss health bar

Boomerang on hand

Health bar

100%

99%

Stamina bar

100 %

Bullet bar

This is a flame gun'

$ cost: 5

100%

78%

100 %

Inventory box

III. **Quote the source of resources used:**

Main character sprites pack: https://vryell.itch.io/tiny-adventure-pack

Weapon + slime pack : https://finalbossblues.itch.io/pixel-shooter-towers-asset-pack

Sign and box : https://elthen.itch.io/pixel-art-destructible-objects

Room 1 tiles : https://finalbossblues.itch.io/tf-jungle-tileset

Room 2 tiles: https://finalbossblues.itch.io/dark-dimension-tileset

Room 3 tiles : https://finalbossblues.itch.io/ashlands-tileset

Boss sprites: https://e-bros-assets.itch.io/top-down-enemy-animated-8-directions

Skull enemy: https://untiedgames.itch.io/floating-skull-enemy

Room 1 + menu music : https://opengameart.org/content/adventure-begins

Room 2 music : https://opengameart.org/content/somber-music-box

Room 3 music : https://opengameart.org/content/boss-theme

Victory music : https://www.youtube.com/watch?v=NFch6XO5I_c

Game over music : https://opengameart.org/content/kl-peach-game-over-iii

Boss battle music: https://downloads.khinsider.com/game-soundtracks/album/nier-automata-original-soundtrack/1-10%2520Grandma%2520-%2520Destruction.mp3

Sword effect : **https://www.deviantart.com/darkcodeddata/art/Thunder-Storm-180113532**

Other sound effect : **https://freesound.org/browse/**

etc : **https://itch.io/game-assets/free**
    https://opengameart.org/

Source code and idea :

Sign: https://www.youtube.com/watch?v=1gUgIry5JPw

Screen shake https://www.youtube.com/watch?v=r9OYXCUydGg

Make an RPG (all on the list) https://www.youtube.com/watch?v=WB2alpO62GM&list=PL9FzW-m48fn2ug_FSNnfozQs3qYlBNyTd

Course: https://www.heartgamedev.com/gamemaker

Boomerang: https://www.youtube.com/watch?v=r8zS74RgZAk&t=40s

Particles system: https://www.youtube.com/watch?v=FbdBaN7-nTE&list=PL9FzW-m48fn3h6LaLNWraZPdzb8Sd464M

Particles rain effect: https://www.youtube.com/watch?v=C9fAy9aUdwo

ect. **https://www.youtube.com/**