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Armour and Ire

My project will be a drag and drop character customizer where users can ~~to~~ click on objects and then drag those objects onto an avatar in order ^{to} customize them. These objects will be a variety of weapons and armour and miscellaneous items within a central dark fantasy theme.

The user will ~~to~~ drag the object around and it ~~to~~ the object matches the general position of where it will stay (ie. gloves on a hand) then it will "snap" onto the avatar sprite.

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0 The sprite will change if the object's position matches the limbs position within a small radius of allowance.



Variety of objects to customize avatar

Shimmer effect to signify selected object

♪: There will be appropriate noises and background music for game audience

Player avatar will be plain whilst fitting with the general aesthetic

Pg. 2

The player will use a cursor to drag and drop ~~which~~. As a result, I'll only be using mouse to "move" and left click to select and "drag" and then let go of the button to "drop". There will also be a "de-cloak" option to remove all weapons and armour.

The ~~sprites~~ customization will work off 4-5 player sprites which will represent naked and chest armours and all other elements of customization will be smaller sprites that sit on top of the avatar.

The main menu will simply be a title screen with the title a play button, options, controls, and quit

options will have the option to mute ~~and~~ music and colour blind options

