Spell Stealer - Working Title

➢ Product Owner: Corey Comish
➢ Gameplay Designer: Jake Lambert
➢ Asset Manager: Bowen Hou

Proof of Concept

Build Due May 3rd

The proof of concept build will consist of the following:
- Camera in top down position, follows player
- Environment consisting of 1-2 rooms
- Player, untextured, with movement, basic attack, health
- Enemy, untextured, with movement, basic attack, health
- Spell stealing mechanic

The core gameplay loop will be to progress through rooms in the level, fighting enemies, avoiding traps, getting items. A basic story and/or player decisions in room and item choice will have to be made. As the game develops we will be able to solidify these ideas with more detail. The game will be 3d from a top down third person camera angle.

The spell stealing mechanic will allow the player to swap one of their abilities for a dead enemies. This adds a layer of choice into the game as well as player freedom. Some players will opt to have two damage dealing spells, while some will have a damage and healing spell.

For our art style we want a happy looking character mixed into a grim top-down fantasy environment. Below are links to possible assets that we are considering. We will be settled on a specific art style before our alpha build is complete.

Possible Assets:
https://assetstore.unity.com/packages/3d/characters/creatures/level-1-monster-pack-77703
https://assetstore.unity.com/lists/list-3514
https://assetstore.unity.com/packages/3d/environments/low-poly-megapack-136330
https://assetstore.unity.com/packages/3d/characters/creatures/pbr-creatures-pack-25305
https://assetstore.unity.com/packages/3d/characters/creatures/fantasy-characters-pack-vol-4-54411

Kanban

We will be using Trello as our Kanban solution. A link to our Trello board can be found here:
https://trello.com/b/Ax1xUESz/cis-410-project-poc-build

Outline

Alpha (May 17th)

For our Alpha implementation we plan to design and implement a complete level, including:

- Fully-designed single level with environmental elements
- Player character outfitted with textures
- Enemies outfitted with textures
- Interactive Objects

Beta (May 31st)

For our Beta implementation, we plan to extend the Alpha vertical slice to include the following:

- Five fully-designed levels with environmental, player, and enemy textures.
- Transition level with shop
- Integration of story/narrative

Final (June 10th)

For our Final implementation, we plan to extend the game by implementing the following:

- Implementing any changes suggested based on feedback from in-class demonstrations
- Play-test and smooth over any bugs, inconsistencies, or quality issues
- Design and implement a tutorial feature during the first room of the first level

Additional non-essential features:

- Design and implement a menu with character selection, difficulty selection, etc.
- Design and implement local multiplayer
- Randomize level spawn/generation
- Mini bosses on each level
- Certain areas in each level accessible only using certain weapons (that may or may not be available in that level).