**2D Unity Game: Blast Arena**

**Game Concept:**

In a distant world, a once-mighty kingdom now lies in ruins, and bombs are the only means of survival. Players take on the role of a rising warrior, engaging in intense bomb battles to defeat enemies and save the kingdom from dark forces. The game features two modes: **Duel Mode (1v1)** and **Campaign Mode**, each offering unique challenges and experiences.

**Build in Unity version:** 6000.0.34f1

Link Deploy: <https://l.messenger.com/l.php?u=https%3A%2F%2Fnguyenduchung.itch.io%2Fblast-arena&h=AT1pVZ9Tp18r4NgC0xR46pdQcrU-0Elm5OaPXs8ivlwcjaPJcm0RGqoQp9T3NY0fSmgmXU77EBPuOjDHxA6xRbdRjbwdLyiGLBqtp1xX1IVBx9EeWuAnDBo1mPN9DaWBOrn8qg>

**Game Elements:**

1. **Characters:**
   * **Description:**

|  | Bazzi |
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|  | Cappi |

* + **Functionality:**
    - Each character has the ability to place bombs—press **Space** or **0** (in Duel Mode)—to create explosions, destroy obstacles, or eliminate enemies.
    - Players control their characters using **WASD** keys (for Player 1) or **Arrow Keys** (for Player 2) in **Duel Mode**, and **WASD** in **Campaign Mode**.
    - Each character has **3 HP**. When taking damage, they become invulnerable for **2 seconds** before they can be damaged again.

1. **Items:**
   * **Description:**
     + These are support items that drop when destroying obstacles or defeating monsters.
     + Includes:

|  | **Increase Bomb Count** – Allows the character to place more bombs at once. |
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|  | **Increase Explosion Range** – Extends the blast radius of bombs. |
|  | **Increase Movement Speed** – Boosts the character's running speed |

* + **Functionality:**
    - Picking up an item takes effect immediately, giving the player an advantage in movement and attack.

1. **Enemies:**
   * **Description:**
     + Various types of monsters appear in Campaign Mode, each with unique movement patterns and attack styles:

| **Hình ảnh** | **Loại quái** | **Mô tả** |
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|  | **Random Walker** | **Moves in a random direction. When hitting an obstacle, it changes direction.** |
|  | **Tank Enemy** | **Slow but requires three explosions to be defeated.** |
|  | **Simple Chaser** | **If the player enters its detection range, it switches to chase mode, moving faster.** |
|  | **Boss Enemy (20 HP)** | * **Can place multiple bombs with a wider explosion radius.** * **When HP drops below 50%, the boss enters rage mode, moving even faster and placing more bombs.** |

* + **Functionality:**
    - Enemies deal damage upon contact with the player, forcing them to use bombs and terrain to defeat or evade them. **Boss enemies** can also place bombs to eliminate the player.

1. **Maps:**
   * **Description:**
     + The Campaign Mode features four stages, each with unique challenges and environments: Forsaken Land, a desolate battlefield filled with ruins; Haunted Castle, a dark fortress crawling with spectral enemies; Mysterious Ship, a strange vessel with unpredictable hazards; and Snow Lord’s Domain, where icy terrain and the fearsome boss await.
     + The Duel Mode offers two distinct battle arenas: Merry Christmas, a festive yet explosive battleground, and Gloomy Garden, a shadowy, eerie map perfect for intense duels.
   * **Functionality:**
     + Each stage or map has its own unique **layout of obstacles and design**, directly impacting movement strategies and bomb placement.
     + Some obstacles can be destroyed by bombs, revealing **support items** that give players an advantage.

**Game Flow:**

1. **Main Menu Scene:**
   * Main Menu Buttons:
     + **"Play"** – Select a game mode: Duel Mode or Campaign Mode.
     + **"Guild"** – View game information.
     + **"Quit"** – Exit the game.
     + **"Leaderboard"** – Displays completion times for each stage in Campaign Mode.
2. **Duel Mode (1v1) – Gameplay Flow:**
   * **Objective:**
     + Two players compete on the same device, battling on a fixed map. Each player must defeat their opponent three times to win the match.
   * **Gameplay:**
     + Player 1 moves using WASD and places bombs with Space, while Player 2 moves with Arrow Keys and places bombs with "0".
     + Each map has unique features: slippery ice in *Merry Christmas* and limited visibility in *Gloomy Garden*.
     + When a bomb explodes, it can destroy obstacles, sometimes revealing support items.
     + Players take damage from any explosion, whether from their own bombs or their opponent's.
   * **Winning Condition:**
     + The first player to defeat their opponent three times wins the match.

### **Map 1: Gloomy Garden**

Step into Gloomy Garden, where darkness engulfs the battlefield and winding paths hide countless dangers! Mysterious chests and eerie mist obscure your vision, forcing you to carefully plan every move. Beware of blind spots—your opponent might set a bomb trap at any moment!

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### **Map 2: Merry Christmas**

Welcome to Merry Christmas, a vibrant arena full of festive cheer! The map is decorated with twinkling Christmas trees, mysterious gift boxes, and a blanket of snow. Be careful when moving on the slippery ice, and use obstacles wisely to dodge your opponent’s bombs. The holiday spirit may be joyful, but the battles here are anything but easy!

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1. **Campaign Mode – Gameplay Flow:**
   * **Objective:**
     + Complete a series of **four increasingly difficult stages**, defeating enemies and the **final Boss** to save the kingdom.
     + Each stage features a mix of enemy types, including **Tank Enemies, Random Walkers, and Simple Chasers**, challenging players with diverse attack patterns and movement behaviors.
   * **Gameplay by Stage:**

### **Stage 1: Forsaken Land**

A devastated land, veiled in thick black mist, once home to a mighty kingdom, now reduced to ruins. This is the first challenge the protagonist must face after escaping from a dungeon on an island ruled by monsters.

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### **Stage 2: Haunted Castle**

A devastated land, shrouded in thick black mist, once a mighty kingdom, now reduced to ruins and overrun by monstrous creatures.

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### **Stage 3: Mysterious Ship**

### At this point, a strange ship appears in the distance. The protagonist climbs aboard to continue their escape. However, as the ship sails, strange noises emerge from the cargo hold—when investigated, monsters begin to appear.

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### **Stage 4: The Snow Lord Appears**

As the sea voyage nears its end, a towering snowy mountain suddenly rises, blocking the ship’s path. The protagonist is now forced to fight through waves of monsters to make it home.

The final boss awaits—a powerful enemy with high HP and a wide explosion radius. When its HP drops below 50%, it enters rage mode, becoming even faster and more dangerous.

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* + **Key Mechanics:**
    - Move using **WASD**, place bombs with **Space**.
    - Destroy obstacles to **collect support items** that increase **bomb count, explosion range, and movement speed**.
    - Use **strategic bomb placement** to lure enemies into traps—especially against the **Boss**, where continuous bombing is crucial for victory.
  + **Winning Condition:**
    - Complete Stage 4 by defeating the Snow Beast (Final Boss) along with all remaining enemies.

1. **End Game Scene:**
   * Final Results Display:
     + **In Campaign Mode, the completion time for the stage is shown.**
     + **In Duel Mode, the winning player is displayed.**
   * Players can then choose:
     + **"Main Menu" – Return to the main screen.**
     + **"Next Map" – Proceed to the next stage.**