

# EMPIRIUM

- **Summary:**

- **Overview:** Our game takes place in ancient Rome under the rule of Julius Caesar. Our main character “Bobius the 3rd”, a spartan captured during the great battle of Gythium. He is thrown into the colosseum to fight for his freedom. He must defeat other prisoners until he is ready to face the champions of the colosseum. When he defeats “Gregorius the Menace”, the ultimate champion and Caesar’s personal guard, he hopes it will grant him his freedom but unfortunately that’s not what the Romans have in mind.
- **Main Character:** “Bobius the 3rd”, a spartan warrior.
  - **Abilities:**
    - Light Attack
    - Heavy Attack
    - Block
    - Evade
    - Jump (?)
    - Special Abilities: Spartan Rage, Spartan Kick
  - **Goal:** Defeat all enemies
- **Enemies:** Prisoners & Champions.
  - **Prisoners’ Abilities:**
    - Light Attack
    - Heavy Attack
    - Block
  - **Goal:** Defeat Bobius
  - **Champions’ Abilities:**
    - Light Attack
    - Heavy Attack
    - Block
    - Evade
    - Special Abilities: Ultimates
  - **Goal:** Defeat Bobius
- **Win/Lose Conditions:**
  - Win: Main character defeats all enemies.
  - Lose: Main character is defeated

- **Controls:**

- **Move “Left”, “Right”, “Jump”:** ‘A’, ‘D’, ‘W’

- **Evade & Block:** 'shift'
- **Abilities:**
  - **Light Attack:** 'O'
  - **Heavy Attack:** 'I'
  - **Special Ability:** 'P'
- **Developer Roles:**
  - We don't really have roles; we as a group are all contributing using the tasks put in the scrum table. We find we are more organised that way. The scrum table has all the basic thing we need in our game and gets updated frequently.
- **Schedule:**
  - **Prototype (11/15):**
    - Basic controls for main character
    - Basic controls for enemies (Prisoners & Champions)
    - Placeholder graphics & animations
  - **First Playable (11/22):**
    - Most controls for main character
    - Most controls for enemies (Prisoners & Champions)
    - More placeholder graphics & most animations
  - **Pre-Alpha (11/29):**
    - Most graphics & animations
    - Adding enemy attacks
    - Fix main bugs(like merging etc)
    - Add special attack to bobius
    - Add graphics for bobius and world
    - Add wave system
    - Add early upgrade system
    - Add invincibility frames when rolling
  - **Alpha (12/06):**
    - Bug fixes
    - Additional features
    - Additional graphics
    - Upgrade screen finished
    - Die screen
    - Knockback
    - Added champion graphics
    - Added attacks to champions
  - **Gold Master (12/10):**

- No bugs(that we've seen)
- Finished game

### What we've done so far:

- ❖ Added moving animation for Bobius/ added full movement
- ❖ Added movement for enemy(Automated movement), it follows Bobius wherever he goes (x position)
- ❖ Made the enemy stop at a certain distance from Bobius.
- ❖ Made test sprites(to have something there), going to re skin them after
- ❖ Just added the evade/roll animation/movement(still fixing)
- ❖ We added collision with the ground, also gravity was added
- We created the base foundation for the game, these above are all necessities for the final version of the game.
- Added collision with the enemy so it disappeared when it loses a certain amount of health.
- Added a bird that moves randomly and can spawn either on the left or the right side.
- Fixed Merging(Finally)
- Added Enemy Attacks
- Special Attack
- Wave System
- Upgrade System(Early Stages)
- Added point based buy screen(goes with above ^)
- Made the game progressively get harder with multipliers each wave
- Invincibility When Rolling
- Added The Final Things
- Replaced All Placeholder Graphics
- Game Is Done
- Added Documentation For All Methods

### - User Interface Mock-up:

- Homemade Sprites(from scratch)
  - The animating sprites will not be shown as there are too many, and it would just take too much space



**-NEW BIRD IMAGE**



**-First Champion**



**-SECOND CHAMPION**



-THIRD CHAMPION



- PRISONER/MINIONS



-BOBIUS

CREDITS

BACK



-MAIN MENU AND RESTART BUTTON

START

INSTRUCTIONS



-START MENU BACKGROUND



-IN GAME BACKGROUND



-ABILITY COOLDOWN DISPLAYS