General/Overview:

Platformer

Endless Runner

Medieval Theme

Save the Kingdom

Storyline

Sent on a quest to gather coins for the kingdom

“In the small village of Wronid, in the Kingdom of Vania, King Jaime & Queen Amelia call you to the castle to appear before the royal court. Their majesties report that the kingdom is in debt due to a food crisis and they need your help. They request for you to go on a journey to reclaim the kingdom’s wealth, battling enemies and recruiting help on the way. If you fail, the neighboring Kingdom of Viris will conquer the Kingdom of Vania. Thus starts this brave hero’s journey.”

GUI:

Title Screen

* Play/Run
  + Play Screen
    - Consumables
    - Jump
    - Slide
    - Shoot
    - Slow
    - Pause
      * Settings
      * Resume
      * Main Menu (End run)
  + Game Over Screen
    - Run again
    - Main Menu
    - Achievements?
    - Switch between current run and total run
    - Shop
* How to Play
  + Explanation of Slow mode
  + Explanation of how to jump, slide, shoot
  + Obstacles that can be jumped over
  + Obstacles that can be slid under
  + Obstacles that can be shot
  + Exit
* Shop
  + Categories:
    - Consumables
    - Upgrades
    - Characters/Customization
  + Exit
* Credits
  + Play credits
  + Exit
* Settings
  + Volume
    - Music Slider
    - Effects Slider
  + Brightness
  + Exit
* Version Information
  + Info
  + Exit
* Storyboard
  + Displays storyboard of main character
  + Exit

Controls:

Click

Pause

Movement:

Jump

Slide

Slow

Attack:

Shoot/Swing

Shop/Upgrade:

Shop Owner

Consumables

* Increase slow bar time
* Increase speed
* Extra hit
* Extra life
* Gold Magnet
* Gold Multiplier
* Cannon that clears all obstacles on screen
* Winged Shoes

Upgrades

* Better weapon
* Better armor
* Longer slide
* Higher jump
* Faster shooting
* Gold Magnet lasts longer
* Gold Multiplier lasts longer
* Can take extra hits
* Slow Bar
* Slow Bar Upgrades: Total capacity, depletion rate decreases
* Winged Shoes lasts longer

Characters/Customization

* Witch/Wizard
* Mercenary
* Knight
* Holy Knight
* Peasant
* Priest
* Nun
* King
* Queen
* Plague Doctor
* Plague victim
* Prince
* Princess
* Jester/Bard
* Knight armor variations? (green, blue, red, black)

Graphics/Art:

Visual Style: Bright medieval fantasy

16-bit(?)

Backgrounds

Castle

Forest

Field

Tiles

Cobblestone

Dirt

Grass

Sprites

Player

Characters

Shop Owner

Enemies

Goblin

Bandit

Wolf

Skeleton

Slime

Spirits

Powerups

Shop

Hazards

Rocks

Bushes

Crates

Holes

Water

Fire

Trap

Spikes

Enemies

Sound:

Player

* Characters
* Footsteps
* Attack
* Wounded

Enemies

Environment

* Birds
* River

GUI/Music

* Theme Music
* Clicking button
* Going back
* Death screen

Misc

Obstacles

Tools:

Subversion

MindMeister

miniPaint

**Roles**

GDD and TDD Keeper: Mikala, Tessa

Sound and Sound Programming: Darnell

Graphics (liaison to an artist): Ben

Lead Programmer: Dan

Game Logic Programmer (2nd):

GUI Programmer (JSON an C++ structure): Dayne

Level Designer: Mikala, Tessa

Tester/QA: All of us

Server Admin (or someone who finds/admins cloud server): Ben

EMAILS

Mikala Spencer - [mikalaspencer@lewisu.edu](mailto:mikalaspencer@lewisu.edu)

Darnell Dail - [darnellcdail@lewisu.edu](mailto:darnellcdail@lewisu.edu)

Dayne Hultman - [daynehhultman@lewisu.edu](mailto:daynehhultman@lewisu.edu)

Dan Zapotoczny - [danielzapotoczny@lewisu.edu](mailto:danielzapotoczny@lewisu.edu)

Leonard Lucheck - [leonardjlucheck@lewisu.edu](mailto:leonardjlucheck@lewisu.edu)

Benjamin Aronstein - [benjaminparonstein@lewisu.edu](mailto:baronstein@lewisu.edu)

Tessa Check - [checktessa@gmail.com](mailto:checktessa@gmail.com)

Dana Dominiak - [ddominiak@webfootgames.com](mailto:ddominiak@webfootgames.com) & [dominida@lewisu.edu](mailto:dominida@lewisu.edu)

LINKS

Mind Meister Map - <https://www.mindmeister.com/1404960102>