

Wraithkeeper's Tomb

Specification

Version 0.2.1

VERSION	DATE	TITLE
0.1.1	1/17/2015	General Game Concept
0.2.1	3/13/2015	Gameplay Direction

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1 - Introduction

The foundation has been created, now it's game time. We're going to create an adventure worth downloading and dying in, many times. A world, where death is constant, and rewards are scarce. A world with little light, and many challenges. We want our gamers to love every moment of their torment. There will be surprises, character growth, adventure, and most importantly, death. May the adventures begin!

2.1 - Game Summary

We are making a 2D Roguelike Side-Scroller RPG written entirely in C++. The gamer plays as a hero who goes through many rooms and gains strength as he progresses.

Rooms and their features will be generated by progression through the game. Progression will occur when the hero reaches a checkpoint level. Features will occur randomly, and scarcely.

Our environmental theme will associate light with good, darkness with bad. Through progression the world will become more well lit, but more twisted at the same time.

2.2 - Developer Tools

Git - The technology we will be using to send and retrieve code for our game through the website github. Here is a [tutorial](#).

GitHub - A website used to store our game online, track its technical progress, collaborate online, and keep development on track. Sign up if you aren't already at <https://github.com/>. If you're signed up, visit our [repository](#).

WhatsApp - A mobile app used as primary group communication.

Google Drive - A cloud service we will be using to share notes and informal documents. Here is our [link](#), request access from an officer if you are not authorized to access the drive.

SFML - SFML is multi-platform and multi-language. It provides a simple interface to the various components of your PC, to ease the development of games and multimedia applications. It is composed of five modules: system, window, graphics, audio and network.

3 - Technical Overview

1. System

1.1. Resolution

1.1.1. 1280 x 720 (Unless someone has a lower resolution)

1.2. Viewport

1.2.1. Focused on main sprite

2. Level Design

2.1. Size

2.1.1. Rooms will vary in size

- 2.2. Shape
 - 2.2.1. Rectangular
- 2.3. Artwork
 - 2.3.1. Background image
- 3. Player Sprite
 - 3.1. Spritesheet
 - 3.1.1. Animations for main sprite
 - 3.1.1.1. Move right & left
 - 3.1.1.2. Jump & fall
 - 3.1.1.3. Stand right & left
- 4. Platform Sprite
 - 4.1. Artwork
 - 4.1.1. Simple platform
- 5. Engine
 - 5.1. Gravity
 - 5.1.1. All units have a downward vector force acting upon them
 - 5.2. Collision
 - 5.2.1. Collision detection
 - 5.2.2. Collision response
 - 5.3. Movement
 - 5.3.1. Read Input from keyboard
 - 5.3.1.1. Arrows
 - 5.3.1.1.1. Left right to move
 - 5.3.1.2. Space
 - 5.3.1.2.1. Jump