

Friend-zoned Final Project Presentation

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Project Summary

Game Overview:

- Friend-Zoned is a 2D Action-RPG heavily based around character development.
- The player will have to develop their character to progress through the world via different levels and world sets

Target Audience

- **Expected Experience Level:**

- No prior experience expected
- New player friendly

- **Release Platform:**

- Windows PC

- **Player Type:**

- Casual Player
- Hard-Core Player

- **ESRB Rating:**

- ESRB E 10+

World Layout





Character Classes

- This will be a quick overview of each character class and what they have to offer.

Rouge

Low Damage, high mobility, average health.

Flash jump

The Rouge can press jump in the air a second time and the character will shoot forward a small distance



Skill 1/Triple Throw

The Rouge will throw two throwing stars out of his hand, only hitting the first enemy the stars encounter



Skill 2/Mega Star

The Rouge will throw out one large star doing damage to any enemy in its path



Skill 3/Vanish

Gain the ability to sneak by enemies for 2.5 seconds. During this time the player will not be able to attack, if any attack is casted the player's stealth will be removed.



Ultimate/Barrage

45 Kunai's rain from the sky (3 rows of 15), falling through platforms and hitting an enemy that it passes through.



Warrior

Dash

Move the warrior forward a short distance, can be used in tandem with jump to gain further distance.



Skill 1/Double Slash

Single target, the warrior slashes his sword twice dealing two hits to the nearest enemy within his range.



Skill 2/Whirlwind

The warrior spins around slashing his sword, dealing constant damage per second to the closest enemy within range.



Skill 3/Shielding Cry

The warrior gains a temporary shield that increase his current health by a small margin. When the shield expires (5 seconds) the warrior's health is refilled.



Ultimate/Hail of Blades

Rain swords from the sky in a linear direction depending on what way the warrior is facing.



Character Classes

High damage, average mobility, low health.

Teleport



The mage can teleport a short distance, this can be used to get up to higher places or to distance the player from any threats.

Fireball



The mage can cast a fireball that hits a single target for average damage, this skill has a short cooldown

Energy Blast



The mage will launch a blast that travels horizontally and hits a single target for high damage. This skill has medium cooldown

Skill 3

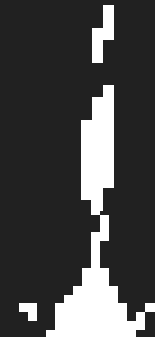
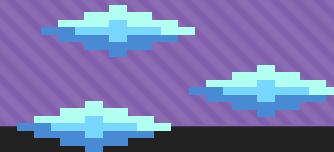
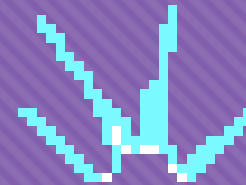
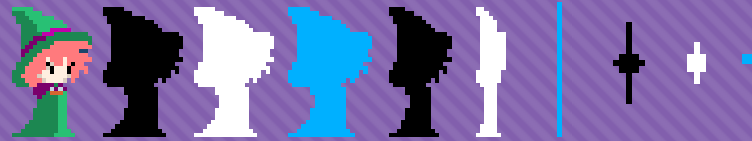


The mage will launch 3 icicles that travel, horizontally and hit multiple targets for average damage. This skill has a medium cooldown

Lightning Bolt



The mage will launch a lightning bolt that strikes from above, dealing high damage to a single target. This skill has above medium cooldown.



Enemies

This will be a quick overview of the monsters that you will encounter in the game.

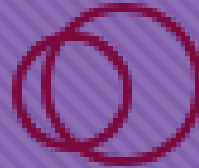
Slime

The slime is a short-ranged melee enemy that outputs less than the rest of the monsters.



Bat

The bat is a long-ranged flying enemy that shoots projectiles at you.



Skeleton

The Skeleton is a short-ranged enemy that deals the most damage out of all the enemies.



Interactable Objects

These are some of the object that you will be interacting with in the game.

Rope

The Rope will be used to climb up to platforms that are higher up.

Purple Portal

The Purple Portal will be used to travel from one map to another.

Green Portal

- The Green Portal will be used to travel between two different spots on the same map.



Resources

These are some of the resources that the character will be using in the game.

Experience Point Orb

This will be dropped by enemies and when it is picked up gives the character experience points.



Coins

This will be dropped by enemies and when it is picked up give the character coins.



Health

Health is gained by leveling up, and can be replenished by using health potions



- **Health Potions**
- Health Potions can be purchased from the shopkeeper located at the Hubworld, the player can only hold 99 health potions at one time.

First Boss - Cherub

Cherub is the first boss of Friend-Zoned. Cherub will be encountered after the player has entered the portal at the end of the World 1 parkour map.

Cherub has 3 phases

- Phase 1

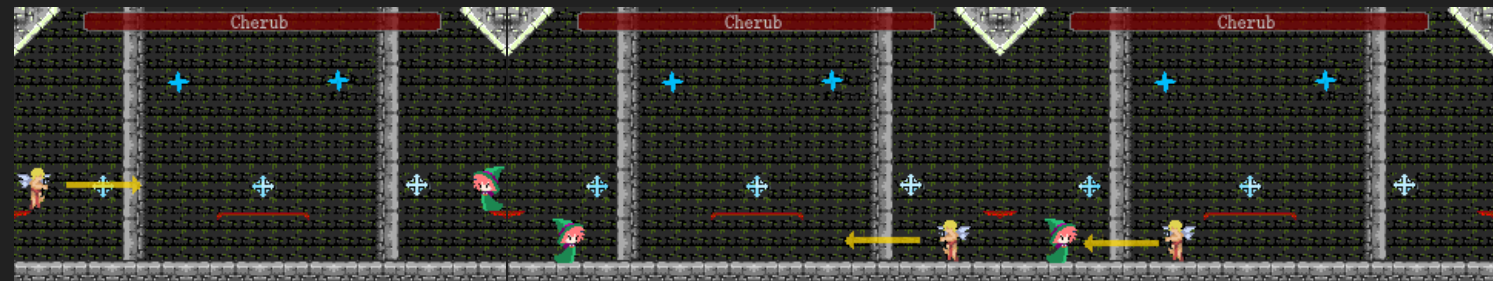
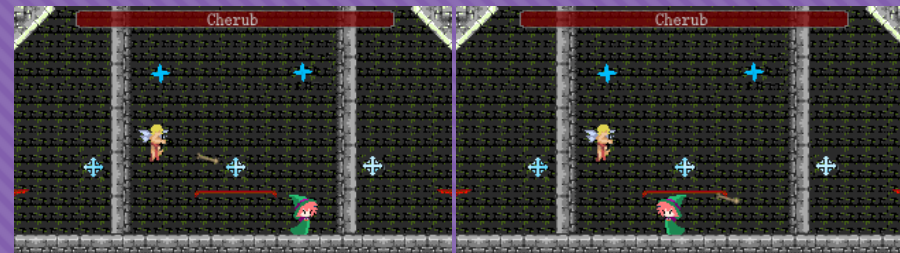
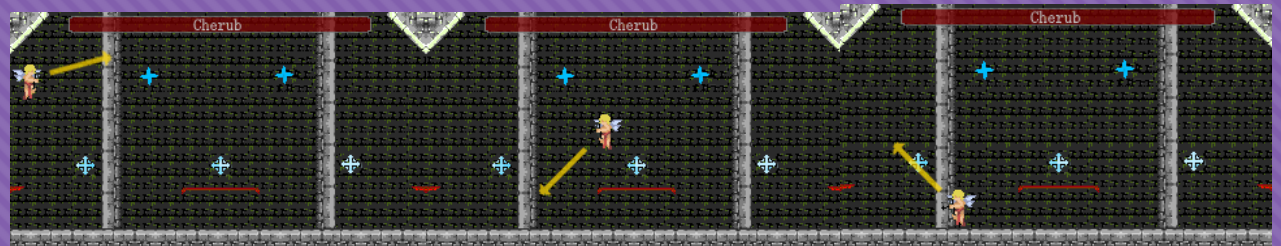
○ Cherub bounces around the map, traveling diagonally. Changing directions if touching a wall, floor or ceiling. If the player touches the boss, they will take damage.

- Phase 2

Cherub hovers around the player, shooting them with a projectile. If the player is hit by the projectile, they take damage.

-Phase 3

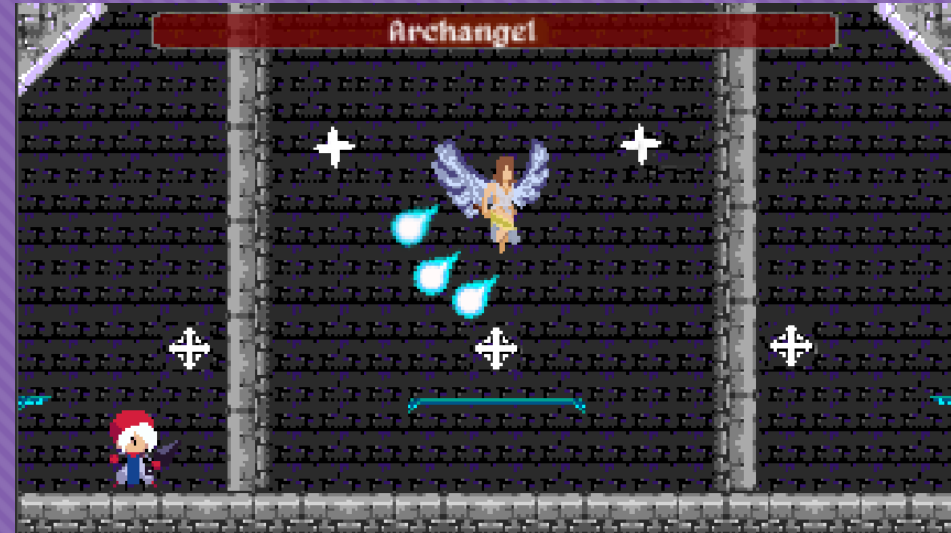
Cherub increases speed and circles around the map. At both platform level and ground level



Second Boss Phase 1- Archangel

Archangel is the first phase of the 2nd boss

Archangel only has one attack; this attack involves chasing and shooting the player with a projectile (just like cherub phase two) The difference being that Archangel will shoot a volley of three projectiles which will be spread out. These projectiles will not follow the player.



After Archangel has been defeated, the Final boss of Friend-Zoned will begin.

Second Boss Phase 2 - Seraphim

The final boss of Friend-Zoned is Seraphim

Seraphim has 2 phases

- Phase 1

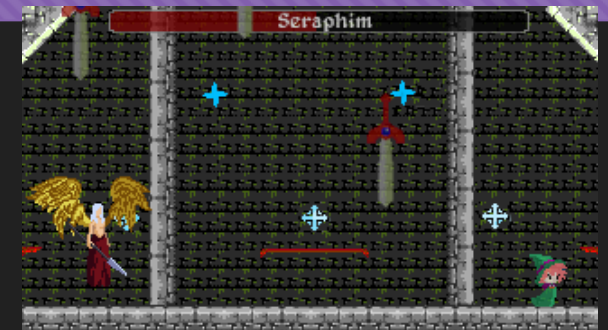
○ Seraphim will slowly walk back and forth across the map, if the player touches Seraphim, the player will take damage. This is like Cherubs phase two, but instead Seraphim is tall enough to cover both above and below the platform



- Phase 2

Seraphim begins dropping swords falling from the sky, during this phase

Seraphim randomly teleports to one of three locations every few seconds.



Friend-Zoned Trailer



Patch Notes

○ Patch 1.1.1:

- Fixed an issue causing the rogue to start at level 5

○ Patch 1.1.2:

- The health of both bosses is buffed, and warrior life steal nerfed from +5 per hit to +2

○ Patch 1.1.3:

- Warrior nerfed life steal removed
- Fixed a bug causing the ultimate to 1 shot the bosses
- Mage buff: increased the damage of the mages second skill by x60

○ Patch 1.1.4:

- Fixed an issue causing the mage to teleport out of the main hub
- fixed an issue causing the warrior to start at level 60

Patch Notes

- Patch 1.1.5:
 - fixed credits bug causing sound to duplicate upon exiting
 - nerfed warrior q cooldown
 - buffed warrior ult cooldown
 - fixed positioning of mage 2nd ability
- Patch 1.1.6:
 - fixed an issue with the mage skill 1 starting at level 5

Patch Notes

- Patch 1.1.7:
 - warrior shield cooldown nerfed from 30 seconds to 1 min
 - mage fire ball damage buffed
 - fixed an issue with the second rogue skill causing him to 1 shot the bosses
 - small second skill on mage rework.
 - rogue first skill damage nerf
 - small buff on mage third skill
- Patch 1.1.8:
 - adjusted hit box of the mage skills
 - small nerf to mage ultimate damage

Patch Notes

- Patch 1.1.9:
 - main hub added death box so you cannot fall through infinitely
 - rogue ult scaling nerfed
 - mage third skill scaling nerf
 - mage second skill scaling nerf
- Patch 1.2:
 - added unstuck button
- Patch 1.2.1:
 - fixed an issue with the rogue causing him to one shot bosses with his ult, fixed unstuck button

Patch Notes

- Patch 1.2.2:
 - fixed an issue causing the player to get stuck when using unstuck button while on a rope
- Patch 1.2.3:
 - UI Changes
 - Boss Buff
 - Rouge ULT nerf
 - Max Health Potions is now 99
- Patch 1.2.4:
 - Small bug fix with the potion

Quality Of Life

During the playtest, small quality of life changes were made often.

- including an “Unstuck” button allowed the player to teleport to the main hub if they found themselves stuck in a place that they shouldn't have been in
- The dialog was altered in the tutorial levels to better display the controls to the player.
- death box was added to the main hub and the parkour levels to stop the player from getting soft-locked.

A soft lock is when you are unable to continue the game, but the game does not induce a fatal error, causing the player to be stuck in a state of unplayability.

Thanks For Watching