

Game Idea:

My idea is to create a simple retro style Dungeon Crawler.

The player controls an explorer who wields a sword. The actions available to the player are 2 different attacks (stab and cleave aka light attack vs heavy attack), and dodge/dash.

The player will have a health stat, displayed as a numeric value on the top left of the screen.

I want to implement 2 different kinds of enemies, one would be the basic “minion” enemy, found on every floor. The second would be the “elite” or “boss” enemy, which would only appear every 5 floors.

The player needs to defeat every enemy in the room in order to progress to the next. For every room the player clears, the player gains a point. As the player progresses, the enemy's health will increase proportionally making the game progressively harder.

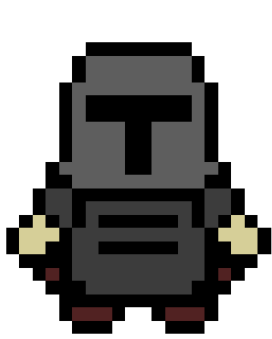
The player's goal is simply to amass as many points as they can.

Lose condition: Player's health reaches 0.

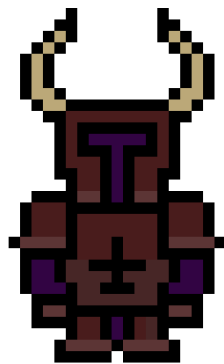
The biggest difficulty I have faced so far is creating a hitbox for the sword and the sprites. In my previous projects I have also encountered major bugs when it came to movement, and I am making sure everything would work this time around.

- Minion Enemies: For my final version I want the minion enemies to walk around randomly so the player will have to constantly be on his toes. If the minion enemies make contact with the player's hitbox, the player would lose a determined amount of health (said amount would gradually increase based on the floor the player is in)
- Elite/Boss Enemies: As mentioned before, every 5 floors, the player will encounter a boss. This boss will have around 5 times the health of a minion enemy, alongside this,

he will shoot projectiles and do an aoe attack if the player gets too close. I want to incorporate a system that allows the enemy to lock onto the target and close in on the player.



Player concept



Elite concept



Minion concept

