CS 246

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Project Proposal

**Summary**

We will be producing a first-person science fiction dungeon crawler game with roguelike elements. The game will feature grid-based, real-time movement and combat. The player will control a single character with four abilities at their disposal, depending on which of three unique classes the player chooses. They will be responding to a distress call from a seemingly abandoned space station. As the player explores the space station, they will encounter enemies of various types, and will have to fight their way through the dangerous corridors to discover what truly happened on this now hostile space station.

**Visual Aesthetic**

The game will feature a dark industrial sci-fi environment, similar to Dead Space or Star Wars. We will aim to establish a lonely, abandoned feel that emphasizes the tension pushed by the first-person perspective and the looming threat of a dangerous foe being concealed outside the player’s field of view. Modular design for the environment will allow both static and procedural level design.

We will aim to include three areas, in addition to a small hub area and a final boss room. Our minimum goal will be two areas and a boss room.

Enemies will include malfunctioning robots and dangerous creatures.

Our goal will be ~20 unique enemies, including three regular bosses and one final boss. Our minimum goal will be 8 unique enemies and two bosses.

**Gameplay**

Our game will include real-time grid-based movement and combat. The combat will be centered around an ability-based system. Both the player and enemies will have access to multiple attacks, with the player having four and the enemies having at least two. Abilities will have a specific cast time, during which the unit may not move. Each ability will also have a zone of vulnerability during its cast time, which will cause it to be interrupted if attacked in this zone.

We expect to include three or more classes, with four abilities each. Our minimum will be two classes.

Also to be implemented will be an ability upgrade tree system. As the player defeats enemies, they will collect a resource that allows them to upgrade and mutate their abilities.

We expect to include three levels for each ability, with two choices per level. We can cut down on these as needed.

Enemy behavior will be handled by a utility-based AI system. The system will assess each unit’s available actions and calculate the best option. This will allow for different enemy types having different behaviors.

**Goal**

The goal of the player will be to defeat the boss at the end of each area and collect enough of a certain resource to unlock the final boss room. After defeating the final boss, the game will be completed.

**Expected Cutbacks**

We realize the scope of this game may be ambitious for our allocated time, and have specified different areas we may reduce in scope if needed. Our minimum goals can be summarized with this list:

* Main menu
* Settings menu with system settings
* Minimal UI
* Real-time grid-based movement
* Real-Time combat with abilities
* Resource accumulation via defeating enemies
* Enemy utility AI
* Two player classes
* Eight unique player abilities
* Two playable areas
* Static level design
* Eight unique enemies
* Two regular bosses
* One final boss area
* One final boss