

One Page Summary

Description

Our team is designing a survival-based 2D arcade game called Demon Tower. The player will control the main character who must go through and explore a maze to gather all keys while dodging demons. Once the player has gathered all keys, they will unlock a harder level and if they pass all three levels, they win the game.

The player has three health points, and if the player is caught by a demon, they lose a health point. Once all three health points are taken, the player loses the game. Moreover, if the player falls into a lava pit trap, they lose the game instantaneously.

The game will include special rewards; a treasure chest will increase the player's score and medkits will add one health point.

Overall Plan

- Communication and coordination
 - Gather ideas and references
 - Direct Communication using discord
 - Frequent meetings using zoom to get organized and assign new tasks
- UI mockup
 - Create a draft design of the UI
- Use cases
- UML diagrams
- Graphics (character/environment)
- Implement classes
 - Controls, board, player, enemies, rewards/penalties
- Testing and debugging
- Feedback from players
- Add more features
 - Increase the complexity of the maze
 - Add more difficult levels
 - Better UI
 - Enemies can detect and follow player
- Final testing and Publish

Plot

The main character has suddenly fallen into the depths of hell. The character must escape by completing all three floors (Limbo, Gluttony, Violence) of the Demon Tower and obtain the key to the gate of hell. This final key will allow the character to return back to Earth.