**DM2397 Final Year Project 2**

**Drums of War**

**Team Name**

**Leader**

Justin Yip

**Members:**

Isaac Lee

Chung Wei Qi

1. **Synopsis**

A 2D Side Scrolling War Game where players commands their army by a sequence of drum beats. Players start from the left side of the level and progress to the right, defeating enemies and any obstacles in their path.

1. **Gameplay**

Players start from the left side of the level and progress to the right, defeating enemies and any obstacles in their path. Players are given 4 different drum beats, and has to hit them in both rhythm and in certain sequence to command his army. As the player progress, he will be met by a variety of different enemies, from wooden walls to giant titans.

**Controls:**

PC: Players control their army by using four keys to hit the different drums.

Camp Navigation is done with arrow keys or clicking and dragging in a direction, interaction in camp is done with the mouse or arrow keys and space bar for selection, escape for canceling.

Android: Players control their army with their screen split into four directions.

Camp Navigation is done by swiping the screen, camp interaction is done with tapping the screen, cancelling by taping elsewhere.

1. **Technical Information**

**Target platform:** PC, Android

**Distribution platform:** Steam Store, Google Store

**Target Audience:** Teenagers aged 13 ~ 21, War Drumming Fans

**Game Engine:** Unity3d Game Engine

1. **Features**

**Main Features:**

* Multiple Ally AI
  + Reacts differently to each command
  + Able to detect enemies
  + Individual hit points
* AI Enemy Army
  + Always Aggressive
  + Able to detect Player
  + Individual hit points
  + Work together
* AI Enemy Beasts
  + Some aggressive, Some Neutral
  + Works Solo
  + Able to detect Player
  + Individual hit points
* Command System
  + Eight beats (2 beats per seconds)
  + Multiple Different Commands
* Background Music
  + 120bpm
  + Different Song for each level
* Sound Effects
  + Immersion
* Unit Texture
  + Base Unit with equipment slots
  + Different Classes have different equipment
* Heads Up Display
  + Show Number of Units in each Division
  + Show Hit points of the Unit closest to the enemy
* Level Design

**Sub Feature:**

* Menu System
* Customization
  + Armor: Head, Torso, Arm, Legs
  + Shields
  + 1-Handed: Swords, Clubs, Mace, Axes, Javelin
  + Pole arms: Halberd, Pole arm, Naginata, Great Sword, Great Axe, Staffs
  + Bows
  + Lances: Spears, Pikes, Lance
  + Siege Machines
* Porting
* Inventory System
  + Upgrade Weapons and Armor
* Save and Load
* Physics
* Background Texture
* Progression
  + Equipment upgrade

1. **Commands**

* All Units Advance
* All Units Attack
* All Units Defend
* All Units Retreat
* Range Units Attack, Melee Units Defend
* Range Units Attack, Melee Units Advance
* Range Units Attack, Melee Units Retreat
* Range Units Retreat, Melee Units Defend
* Range Units Retreat, Melee Units Attack
* Gather Together

1. **Units**

**Allies (Also Applies to Enemy Army)**

* Hand and a Half Fighter (One-handed weapon with no shield)
* Dual Weapon Fighter
* Pole arm Fighter
* Sword and Shield Fighter
* Spear and Shield Fighter
* Throwing Weapon Master
* Bowman
* Spearman
* Siege Units

**Wild Beast**

* Cattle (Passive Animal)
* Bird (Coward Animal)
* Tiger (Aggressive Pack Animal)
* Bear (Aggressive Solo Animal)
* Various Bosses (Unique in each type)