

99 Studios Presents

ONE TREASURE

[HTTPS://GEZIMHAKRAMAJ.GITHUB.IO/ONETREASURE/](https://gezimhakramaj.github.io/onetreasure/)

1. Characters

The user will control the main character. This character will be one of three classes. Each class has its own unique abilities.



The enemies will consist of characters using a melee or ranged weapon.



The enemy bosses will be much stronger versions of the enemies the character encounters.



2. Story

You are a young pirate who's sailing the seas in search of treasure and adventure. While stopping at a port city your crew hears a story about a treasure chest buried in the cave on a nearby deserted island. Ignoring the warnings from the locals your crew has set out in search of this treasure. It turns out there are other treasure hunters in search of the same treasure. Battle and defeat all your enemies in order to be the last one standing to claim the treasure.

2.1. Theme

This game is going to be a 2D RPG with a pirate theme. The goal of the player is to gain experience points to become stronger while searching for treasure. The stronger the player becomes the further they will progress in their objective to obtain the ultimate treasure.

3. Gameplay

3.1. Goals

The player's goal is to go through all the levels and defeat the enemy teams in order to reach the final goal: the treasure!

3.2 How to Play

1. You click on the Main Character or Ally to select the attacker.
2. Then you click on an enemy character that you wish to attack.
3. After both characters are selected then press "Attack" to start your character's attack.
4. After your entire team has gone the enemy's turn starts.
5. The game ends when the collective health of one team reaches 0.

3.2 Game Mechanics

- Left Mouse Click- The game is mostly controlled through the left mouse click. You use this to click on buttons, select the character to attack, and selecting the enemy you are going to attack.
- “Start” button in the first menu will begin game by click on it.
- “Exit” button in first menu will exit the game.
- “Settings” button in the first menu will bring up the settings for the game. Setting implementation being discussed.

3.3 Winning/Losing

The team whose collective health drops to 0 or below loses the round. If the enemy team loses then your team will move onto the next level. If your team loses then the game itself ends.

4. Technical Description

This game will be designed to run on a Windows operating system. It will be created using Unity 2019.4.12f1 and C# scripts.

5. Group Contributions

Gezim Hakramaj

- Battle System
- Entity System
- UI components

Dennis Abreu:

- Sprite Art
- Sprite Animations

Kujtim Hakaj

- Menu/Settings Creation
- Background Creation
- Music assets
- UI components

