Chad Rush

Professor Gesick

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Assignment 4 Game Description

My game is a Top-Down adventure game where the player controls a colored triangle for an avatar. The player spawns in front of a castle which acts as the player’s “base of operations.” The player can travel to three other places from this castle tile, namely: a plains area, a forest area, and a cave area. The player can find and defeat enemies in order to increase his/her level, and through that, his/her strength. There are several different types of enemies, with different levels of strength for each type of enemy. Enemy types are differentiated by different colorations of their triangle representations.

The player is able to move forward and backward, and they are able to turn to the left and right. The player can travel between tiles by moving through black shaded passages, which serve as portals between the different tiles.

The player is equipped with a spear that is made of three to seven sections. The spear increases in the number of sections it has as the player increases in level. The player can also upgrade the spear to deal more damage to enemies. When the spear collides with an enemy, it temporarily loses a section and deals damage to that enemy. The sections lost this way regenerate over time.

The final objective of the game is to defeat the boss in the cave area. The player will need to defeat lesser bosses in the plains and forest areas in order to gain access to the area where the cave boss is located.