Course Project Proposal

WIP Name: Bob Chop Slash

Team members:

* Pls enter your name here :D, I dont know what more he wants here
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Game story:

* The player plays as Bob, an undefined character, who spends his life slashing enemies with (mainly) his sword. He does not know why anything happens. Legends say he does not even know how to speak. But he loves slashing and chopping his enemies. And the number of enemies is only increasing, which makes Bob the happiest Chop-Slasher in this simple world. That is it. Endless horde hack`n`slash games do not need a story.

System requirements:

* CPU: Intel Core i3 / AMD equivalent
* RAM: 4 GB RAM
* GPU: Integrated
* DX: Version 11
* OS: Windows 10, 64-bit / Windows 11, 64-bit
* STO: 1 GB available space

Gameplay:

* Player fights waves of enemies and after each wave, he enters a shop, where he/she can buy power-ups, that increase his damage, health, armor, et.
  + Enemies drop coins, that can be spend in the shop.
  + Shop offers three items at a time and can be refreshed for coins.
* Waves are time based, meaning the player can just run around the (closed) arena and survive until the timer reaches zero.
* Waves will be more and more difficult, and player will need power-ups to survive.
* If the player dies, it is game over. Start again from the first wave.
* First version of the game will feature 2-3 different enemies with different behaviors.
* Players main weapon is a sword, which 2-3 different attacks.
* Player will have one or more special skills at his disposal. (either from start or bought from shop).
* 3rd person camera provides the player with a limited view backwards. This will help the player to be more aware of his surroundings.
* The arena will be designed to help player kite enemies and will feature some (but very limited) vertical movement.

Milestones:

1. Have functioning basic player, one basic enemy, shop, basic combat system and basic inventory system.
2. Make arena with downloaded models, implement advanced statistics to be later used by inventory.
3. Animate player and enemy, add second player attack and polish player movement. Connect shop, inventory and player stats.
4. Implement the time-based wave system, player respawn, main menu. Waves will have determined maximum number of enemies alive and will try to spawn enemies slowly until the cap is reached.
5. Add more enemies, items, implement different enemy AI.
6. Add spells (charm, freeze).

Workload distribution

I don’t know. You want to make the arena? Later we can sit together and work on some other parts.

I want to use these models: <https://assetstore.unity.com/packages/3d/environments/dungeons/cartoon-temple-building-kit-lite-110397>

SWOT

Easy