**3D Game Programming: Project Proposal**

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**WIP Name: Blade of the Lost: The Silent Survivor**

**Game story:**

I invite you to step into a world of mystery and danger, where the hero, Bob, finds himself in the most peculiar predicament. Bob awakens in a place that defies his understanding, devoid of any memories or knowledge about who he is or how he got there. The world around him is a chaotic, hostile landscape, teeming with bizarre and menacing creatures, each shrouded in its own enigma.

Armed with a mysterious sword and an unyielding determination to survive, Bob's journey unfolds through relentless battles against these nightmarish foes. As he defeats his adversaries, Bob uncovers hidden relics and gains newfound abilities that empower him on this enigmatic quest. Each step into the unknown brings him closer to unraveling the mysteries of this world, and he soon realizes that a powerful and malevolent adversary lurks at its heart, holding the secrets to Bob's past and the key to escaping this enigmatic realm.

"Blade of the Lost: The Silent Survivor" is an epic adventure that challenges your combat skills, where survival is not just a choice but an obsession. Join Bob on this journey of discovery and danger, where the truth lies hidden beneath the sword's edge, and the path to redemption winds through the unknown. Will you dare to enter and find the answers?

**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
* Storahe: 1 GB available space

**Gameplay**

* 🗡️ **Combat and Power-Ups:** Players engage in epic battles against waves of increasingly formidable enemies, honing their sword skills with two different attacks. The key to survival lies in collecting coins dropped by defeated foes, which can be spent in a shop between waves. In this shop, players can purchase power-ups to boost their damage, health, armor, and more. With each new wave, the stakes rise, making the acquisition of power-ups a vital element of the gameplay. The shop offers a rotating selection of three items, and players can refresh the shop's inventory for a cost.
* ⏳ **Timed Waves:** As players traverse the closed arena, they must confront time-based waves of enemies, keeping them on their toes. Skillful dodging and tactical positioning are critical to survival. The relentless countdown to the next wave keeps the adrenaline pumping and adds an element of urgency to each encounter.
* 💥 **Diverse Enemies:** The game introduces 2-3 different enemy types, each with unique behaviors and combat patterns. Players will need to adapt their strategies to counter the various threats they face. The enemies' increasing difficulty throughout the waves keeps the gameplay fresh and challenging.
* 🔥 **Special Skills:** Players can wield one or more special skills, which may be available from the start or purchased from the shop. These skills provide an array of powerful abilities that can turn the tide of battle. Whether it's devastating area-of-effect attacks or life-saving defensive maneuvers, special skills offer additional depth to the combat experience.
* 🎥 **3rd Person Camera:** The 3rd person camera perspective offers players a limited view backward, enhancing their situational awareness. This perspective enables players to keep track of their surroundings and anticipate enemy movements, ensuring they don't get caught off guard.
* 🏰 **Dynamic Arena Design:** The arena is thoughtfully crafted to aid players in kiting enemies while providing opportunities for limited vertical movement. This design allows for strategic positioning and maneuvering, making each battle feel like a dynamic and ever-evolving challenge.

Milestones:

1. **Basic Gameplay and Systems (Foundations)**
   * Develop the core mechanics of the game, including player controls, a basic enemy, a shop, and a rudimentary combat and inventory system.
   * Ensure that players can move, attack, and interact with the shop to purchase initial power-ups.
2. **World Building and Aesthetic Enhancements**
   * Create the game's arena using downloaded 3D models and assets.
   * Implement advanced statistical tracking for both player and enemy interactions, laying the groundwork for future inventory and progression systems.
3. **Character Animation and Combat Refinements**
   * Animate the player character and enemy, making their movements more fluid and realistic.
   * Enhance the player's combat abilities by adding a second attack and refining the character's movement mechanics.
   * Connect the shop, inventory, and player statistics, ensuring a cohesive gaming experience.
4. **Time-Based Waves and User Interface**
   * Introduce the time-based wave system, where waves of enemies spawn at predetermined intervals.
   * Implement a player respawn system to allow for continuous play.
   * Create the main menu for player navigation and game settings.
   * Define a maximum number of enemies alive in each wave and gradually spawn enemies until the cap is reached, ensuring a steadily increasing challenge.
5. **Diverse Enemies and Expanded Inventory**
   * Introduce a variety of new enemies, each with unique behaviors, abilities, and AI.
   * Expand the inventory system to accommodate different items and power-ups, allowing for more complex character customization and strategy.
6. **Spells and Magic System**
   * Incorporate magical abilities, such as charm and freeze spells, into the gameplay.
   * Design and implement the visual effects, mechanics, and interactions associated with these spells, adding an extra layer of strategy and engagement for the player.
7. **Boss Battles and Scaling Challenge**
   * Create challenging boss encounters that break the wave-based progression and provide players with epic showdowns.
   * Implement a scaling difficulty system that adapts to the player's performance, ensuring a consistently engaging experience.
8. **Narrative and Lore Integration (extra)**
   * Develop a storyline that immerses players in the world and provides context for their actions.
   * Integrate lore fragments and narrative elements into the gameplay to give players a deeper understanding of the enigmatic world they find themselves in.
9. **Sound and Music Integration (extra)**
   * Incorporate immersive audio elements, including sound effects for combat, environment, and character interactions.
   * Add a dynamic musical score that enhances the game's atmosphere and tension.
10. **Testing, Balancing, and Optimization**
    * Conduct extensive playtesting to identify and address any bugs, glitches, or balancing issues.
    * Optimize the game's performance to ensure it runs smoothly on a variety of hardware configurations.
    * Gather feedback from players and fine-tune the game based on their input to create a polished and enjoyable gaming experience.

**Workload distribution**

* Programming
* Animation
* Level Design
* Audio
* Presentations and videos
* Reports

**SWOT**

**Easy**

**References**

* **Models:** <https://assetstore.unity.com/packages/3d/environments/dungeons/cartoon-temple-building-kit-lite-110397>