**Casual Game for Project**

**The Vengeance of Ninja**

**Description:** Casual 2D Side Scroller game with shooting and melee attributes. The game is set in a dystopian period. Player can be controlled using an in-game joystick.

**Character:** The game is focused on a 2d character (Ninja) with health of 100.

* **Player:** The player can use a melee weapon (sword), ranged (Guns), throwing weapon (kunai/ shuriken/ knives/bombs). The sword and throwing weapons will be held by the player at all times. The weapons can be changed in the player’s base. Bases can be unlocked by defeating the bosses of a level. The player can also change his armors which can be bought from the store by using in game currency. The player can perform some abilities like :
* Movement
* Jump
* Weapon change
* Shoot
* **Enemy :** The enemy will be featured in a variety of types including
* **Melee** who attacks close ranged (knife/sword)  **(Health : 20 - 30) (Damage : 2 -5)**
* **Gunner** **(Health : 30 - 50) (Damage : 15 -20)**
* **Long ranged** (sniper/bow) **(Health : 40 - 50) (Damage : 20 -30)**
* **Bomber** **(Health : 30 - 40) (Damage : 30 - 40)**
* **Mini Boss** **(Health : 50 - 70) (Damage : 30 - 50)**
* **Main Boss** **(Health : 100) (Damage : 50 - 60)**

**Story:** The story is about the player who is a modern day ninja. He seeks out revenge after a mercenary group (enemy) who destroyed his village and enslaved his people. The player completes each level in order to reach the head quarters of the man (Final Boss) responsible. The villagers will be found taken as hostages throughout the game. The player can rebuild his village upon rescuing the villagers.

**Gameplay: \*After prologue video\* .**The gameplay will be focused mainly on the player trying to complete the level by killing the enemies. The player will be awarded silver coins from normal enemies killed and gold coins will be awarded by killing the mini boss. Normal enemies will drop ammo when killed. Player can earn gems from killing bosses which can be used for revival of the player.

* **Goals:** The players main objective will be to find the man responsible for his village . To reach the final objective the player has to complete each levels. Levels consist of multiple stages which the player has to complete in order to finish the level. Each stage may consists several enemies whom the player has to kill. Each level has different objectives like to kill a particular enemy or complete within certain time. A free drop (guns/armor etc.) will be awarded to player after he completes a whole level. The player can also choose other rewards using gold earned.
* **Game Mechanics:** Gameplay contains different objectives for the player like discussed above. The player will be awarded with silver coins from killing normal enemies and gold coins from killing bosses. Each stage will have 5 stars which the player can get if he can complete the whole stage in a given time. The stars will vary depending on the time the player took to finish the stage and number of hostages saved. The game will have a in-game store where the player can buy weapons, armor and healing pills using the Silver coins. Weapons will be subdivided into 3 categories : Normal , Rare, Epic. Normal and Rare weapons can be bought using the Silver coins and Gold coins can be used either to buy the Epic weapons or for rebuilding the Village. Also after some levels a Boss enemy will be encountered. The player will be given a certain time to be prepared for the fight. The normal enemies will be easy to kill depending on the type of weapons equipped. The boss enemies will be hard to kill if the player is not prepared. After defeating the boss enemies certain rare gifts can be awarded to the player. The player will be given 3 choices among which the player must choose one for himself. The player will be able to free the villagers held hostage throughout the game and upon rescuing them they will return to the village to rebuild it. The player can spend Gold to buy the required materials for rebuilding. After defeating the Mini bosses the player will also be awarded some gems which can be used for revival and other special functions. In higher stages player will have a specific checkpoint where they will be revived upon death.
* **Items and Pickups:** The player can use different types of special pills during battle. The pills are :
* **Strength Pill** (Increases Damage to enemies for 5 sec).
* **Defense Pill** (Decreases Damage received 5 sec).
* **Agility Pill** (Increases Speed 5 sec)

There will be certain **Rare pills** which can only be bought from store using Gems or gained from boss drops (Higher level) like :

* **Invulnerability Pill** (Does not receive any damage for 5 sec).
* **Invisibility pill** (Enemies cant see player for 5 sec).
* **One Hit Kill Pill** (Only Paid Asset).

Guns can be bought from the store. From the beginning the player will only have a sword and a small gun. The player can then gain additional weapons from completing levels. Player can also buy 2 types of Armor : Light Armor (50) , Heavy Armor (70).

* **Guns:** Player can choose from 4 categories of weapons namely :
* **Pistols (Damage : 7 - 10 Ammo : 6 -12)**
* **Assault Rifles (Damage : 20 - 30 Ammo : 30 -60)**
* **Shotguns (Damage : 30 - 40 Ammo : 6 – 8)**
* **Long Ranged (Damage : 40 - 50 Ammo : 5 – 10)**
* **Throwing Weapons (Damage : 5 -7)**
* **Challenges:** The enemies have different health which can be seen above their heads. The player has to use his equipped weapon to kill the enemies. The boss enemy will be difficult to kill and require prior preparation. The difficulty of the level will depend on the players equipment.
* **Lose Condition:** The player will face loss if he meets any of the following conditions :
* The player dies.
* The time runs out.
* The specific goal of the level is not met.

**UI :** The Game UI will contain :

* **Main Menu :** 
  + Start
  + Levels
  + Settings
  + Share
  + Store
  + Exit
* **Pause Menu :**
  + Resume
  + Back
* **Gameplay Buttons:** 
  + Gamepad
  + Attack Button
  + Weapon Swap
  + Silver Coin + (buy with Gold coins)
  + Gold Coin+ (buy with Gems)
  + Gems + (Real Money)

**Group Selection :**

**Mentor :** Arijit sir, Sourav sir

**Character Design & Asset creation :** Biswajit ,Debabrata & Sahin

**Programming :** Indira & Pritam

**Sound :** Indira

**UI & Level :** Rishav & Neha