

CS 3540 – Level Design Prototype

Drumgeon of the Bongod

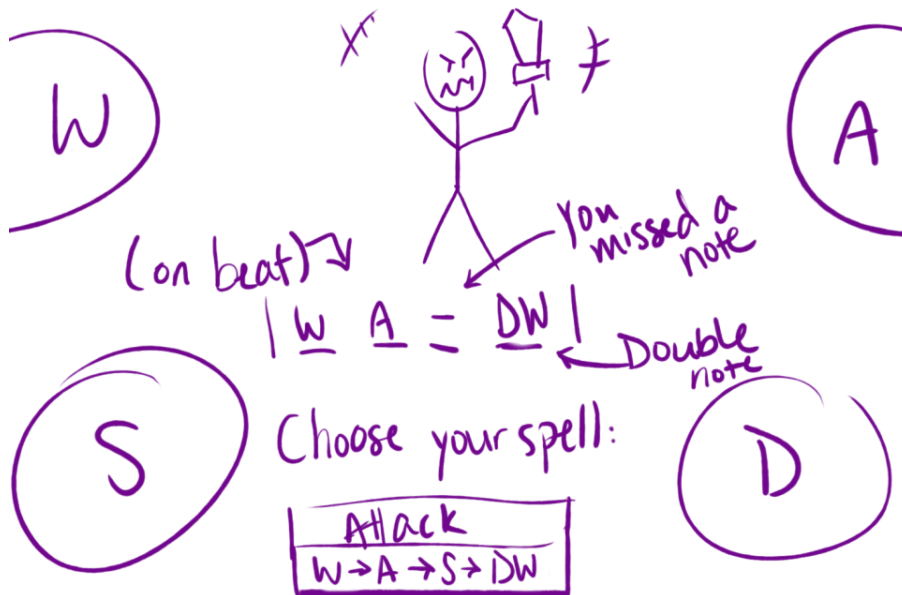
1. SKETCHES



The Player Character of the game: the Drummage.

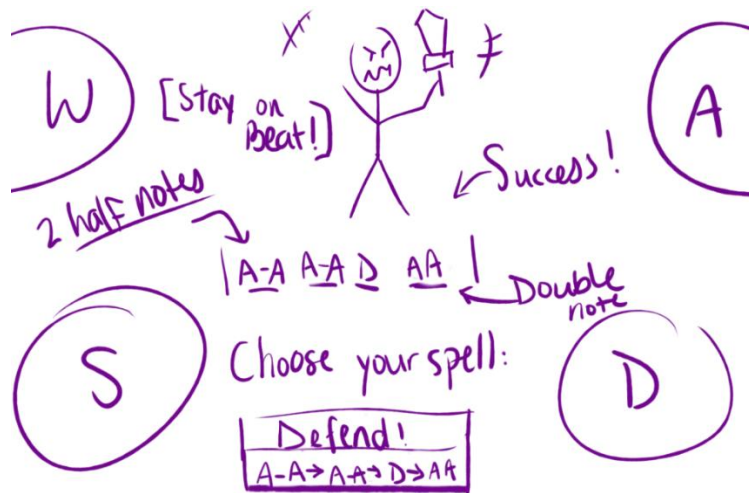


Main Menu Sketch



Draft of combat in game. Players

would have to play specific patterns of inputs to perform certain attacks.



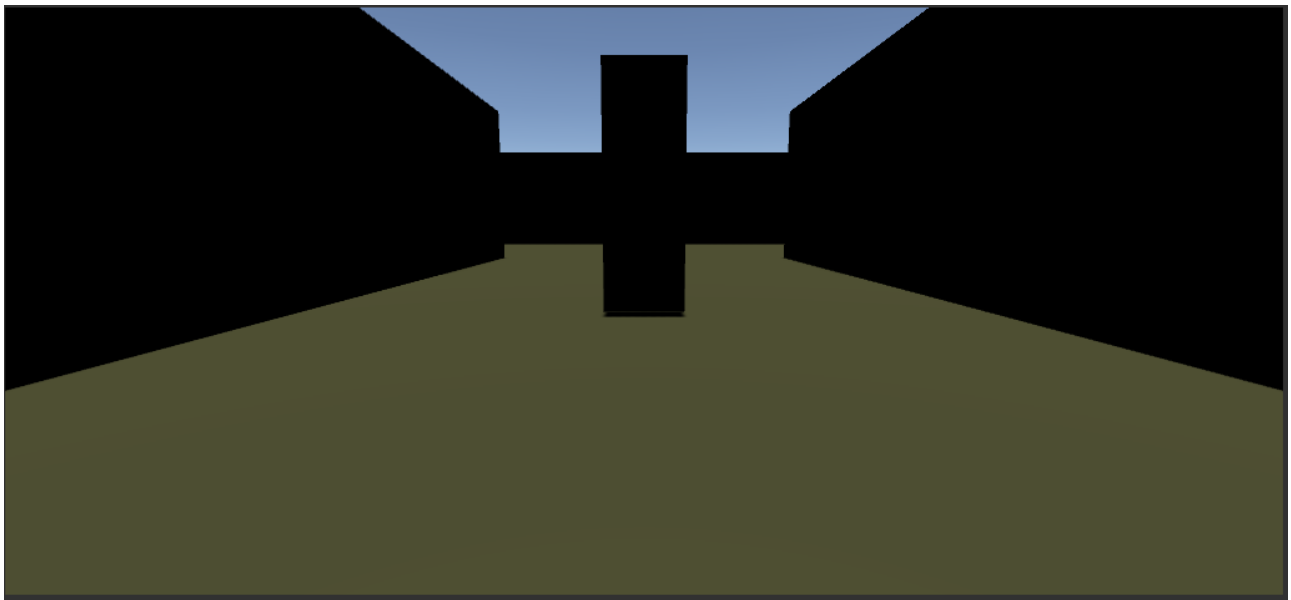
Players defend against enemy attacks by

matching a pattern that the enemy gives.

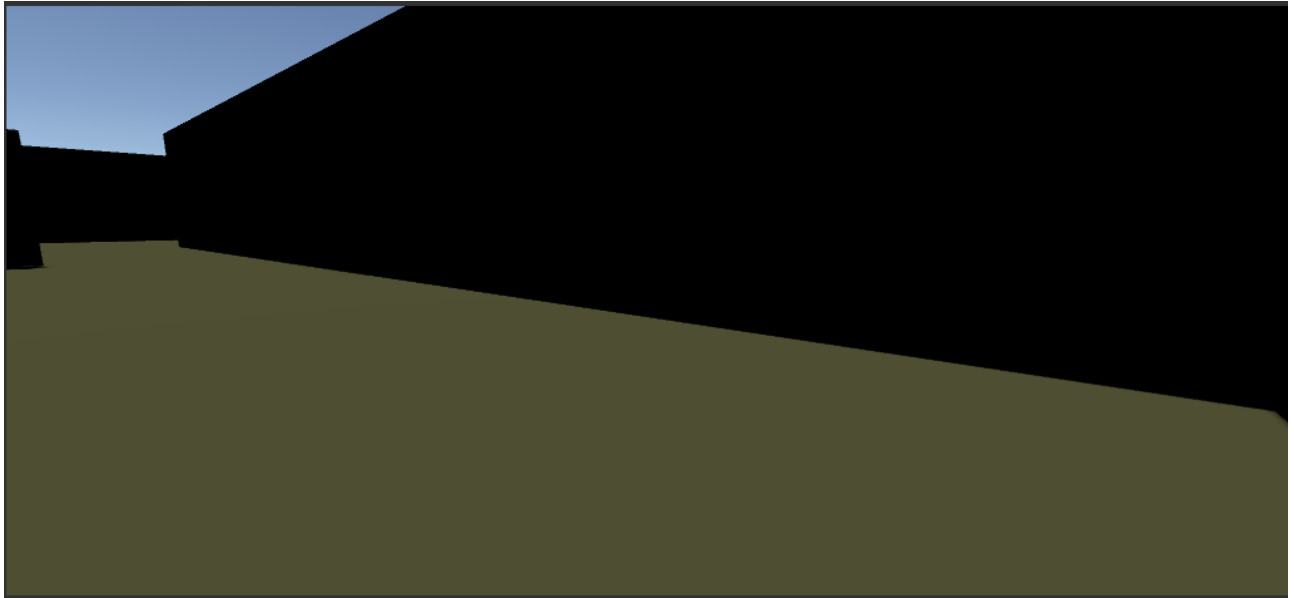
2. PROTOTYPE

<https://developer.cloud.unity3d.com/share/share.html?shareId=bJtN5UB7FH>

3. PROTOTYPE EXPLANATION



Place holder enemy: Once the player gets within a certain range of it they are switched into a battle sequence.



Player view rotating between directions. Controls are rotation based, the player can only move forward or backwards and rotate 90 degrees clockwise or counter clockwise.



Planning phase of battle screen battle begins when player press a note right now: Final implementation will be putting drop downs to select what you will do for the next four measures. Combat is played 4 measures at a time.



Combat plays a metronome during it to give the players the tempo. Code is flexible to support any tempo, though extremely fast ones run into the issue of SFX overlap. Reads player input and places it into the correct notes per measure, going to notes as short as 8th notes. 4 Inputs, A B C D, and after 4 measures combat goes back to Planning phase.