

Dungeons Akimbo

JSI Studio

JSI studios is:

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Introduction

The game that our team wants to develop is an action-packed, multiplayer Gauntlet that is influenced by Borderlands. Much like Gauntlet the game will have a top down 2D orthogonal camera, granting the player a birds eye view of the dungeon maps. Players will take control of heroes and use them to battle through a dungeon attempting to escape with their lives and collect treasure. As players fight their way out, they will find multiple enemies and the masters of their new prison. To fight their way out players will find weapons left by previous denizens of the dungeons, each with their own style.

Features of the Game

Heroes

Like Gauntlet we will have multiple ‘heroes’ that the player can choose from. Heroes will be able to pick up and carry multiple weapons in the game world, in order to fight the denizens of the dungeon. The heroes themselves will have different stats or characteristics, allowing players to choose one that fits their playing style ie. tanky slow hero, quick but squishy hero, more inventory but loses dodge, etc. Players will lose the game if all heroes die, and must ensure to seek out health and armor pickups as necessary to stay alive. Reaching the next floor of the dungeon will revive any fallen heroes.

The Dungeon and enemies

Dungeons will consist of floors that contain corridors and rooms to be populated by basic entities with visually appealing sprites, furniture, pieces of cover, etc. Enemies will be spread around the dungeon and react to the player with the appropriate behavior of that enemy type. These behaviors will include but are not limited to, chasing the player, avoiding the player, and harassing the player. In addition to enemies players will also have to avoid falling victims to traps and hazards in the dungeon. A mini boss and boss

will also be present at the midpoint and endpoints of the dungeon respectively. These bosses will require a small amount of strategy/planning to defeat.

Weapons and pickups.

One feature of our game is the ability to pick up weapons, with finite ammo. These weapons will be one of the primary “fun” mechanics, as each weapon will have their own firing style, damage, and “bonus” traits ie. extended range, causes fire damage, slows. Players will need to maintain ammunition supplies as well, through ammo pickups dropped by enemies or destroyed objects. These pickups will not be limited to ammo and will also include health and armor pickups of varying size and effect.

Co-op and Controls

Co-op will be available through the use of multiple controllers (default being switch joy-cons) allows for 2-4 players to attempt to escape together. However, the more players that are present, the stronger and more numerous the dungeons forces become. Players won't be able to damage each other directly, but can possibly sabotage/betray others if treasure/score is more important than one another's lives. Dungeons Akimbo will minimally accept keyboard+mouse and joy-con inputs, though support for other controllers may be established. The general control scheme for Dungeons Akimbo will consist of the following controls:

1. Left Control Stick→aim weapon
2. D-pad/ABXY buttons (single joy-con)/Right Control Stick (other)→move character
3. Left Bumper→dodge/roll
4. Right Bumper→shoot weapon

Development Strategy

We will start developing Dungeons Akimbo from scratch, using techniques that we developed during Project One. However, we will use some external assets (sprites, textures, and sounds) to reduce time spent on the visual components of Dungeons Akimbo. It is expected that we will collaborate and have more than one person focus on an area as features are implemented.

Development is initially split in four major areas developed by individual developers. After multiple discussions talking about our first projects and their respective design, we chose to assign people to roles we thought they were most experienced in. These roles can be seen below:

1. Map/World Design + Game Camera and Scrolling Implementation
 - a. Assigned to Chris Williams
2. Controller Integration + Implementation
 - a. Assigned to Daniel Garrett
3. Character Design + Implementation
 - a. Assigned to M&M
4. Enemies/Bosses Design + Implementation
 - a. Assigned to M&M

High Bar

Besides our basic gameplay, specified by our low bar below, the following ideas address goals for Dungeons Akimbo that we would like to achieve given ample time and resources:

- Additional Weapons
 - Shields that can deflect enemy projectile attacks
 - Spread Shot Weapon
 - DoT Attack Weapon
 - Unique sprites
- Additional Mob Mechanics
 - Mimic
 - Reflect player's projectiles
- Improve Individual Player Mechanics
 - Unique, specialized weapons
 - Unique power ups for each player class
 - Unique status to each player class (ex: resistance to certain attacks)
- Each map has a mini-boss
- Implement Leader Enemies
 - Mini-mini bosses
 - Supports mobs
- Upgrade weapon system
- Allow weapons to be thrown as an attack
- Implement Consumables
- Network Gameplay
- New Game+ (Replayability + Increase difficulty)

Low Bar

- ❑ 2-4 playable characters to choose from
 - ❑ High Health but no dodge
 - ❑ Quick Movement but low health
 - ❑ Larger Inventory but slow speed
 - ❑ Improved Dodge, but very limited Inventory
- ❑ Weapons that have different mechanics
 - ❑ Piercing Bullets
 - ❑ Long Distance Bullets
 - ❑ Rapid Fire
- ❑ 1-4 maps with scrollable rooms
- ❑ 2 bosses
 - ❑ 1 mini-boss
 - ❑ 1 final boss
- ❑ 4 enemies with different behaviors
 - ❑ Melee
 - ❑ Ranged
- ❑ Points System based on treasures collected
- ❑ Co-Op using Controllers
 - ❑ Difficulty based on # of players
- ❑ Implement Drops/Pick-ups*

ESTIMATED LOW BAR POINTS

- Scrolling - 20
- Real Time Game - 15
- Multiplayer - 10
- Power Ups - 25
- Rich Behavior - 20
- Art - 10
- Controller - 10
- FINAL: 110