Champlain College - Lennoxville
Final game project: Game Design Prototype

PROGRAM:	420.B0 Computer Science Technology
COURSE:	Game Programming 1
COURSE CODE:	420-440-LE
WEIGHT:	10% of the final score (1/4 of the prototype score)
SEMESTER:	Winter 2023

INSTRUCTOR:	Francis Gauthier	Office C-239
	fgauthier@crcmail.net	

Team

Team members :

- Emile Boulet
- Nehad Taha
- Vladimir Estevez

Final project

Name of your game (optional): **Star Struggle Quest**

The idea
The general project description (fill out this last)   In the depths of space, there was a small astronaut named Max, who had always dreamed of exploring the vast unknown reaches of the universe. He had been traveling with his crew in their space shuttle, when suddenly, a stray asteroid collided with their ship, causing it to spiral out of control and sending Max hurtling towards an unknown planet.   As Max crash-landed on the surface of the planet, he quickly realized that he was not alone. The planet was crawling with strange and dangerous creatures that would stop at nothing to attack him. Max knew that he needed to upgrade his skills and weapons if he was going to stand a chance against these foes.   Luckily, Max was able to explore and scavenge parts from his wrecked spaceship to aquire new weapons and gear. He discovered that the planet was also rich in valuable resources, which he could collect to upgrade his abilities and improve his chances of survival.   As Max explored the planet, he came across a message from the princess of the nearby moon kingdom, pleading for help. The Moon Lord, an evil ruler who had long coveted the princess, had kidnapped her and was holding her captive on his own moon.

Determined to save the princess and put an end to the Moon Lord's tyranny, Max set out on a new quest. He fought his way through wave after wave of enemies, collected powerful items and upgrades, and eventually found himself face to face with the Moon Lord himself.

The battle was fierce, but Max was able to use his skills and upgrades to overcome the Moon Lord's minions and defeat him in a final showdown. With the Moon Lord defeated and the princess rescued, Max knew that his mission was complete.

As he prepared to return home, Max couldn't help but feel grateful for the adventure that had led him to this point. He had faced countless challenges, but had emerged stronger and more skilled than ever before. And he knew that wherever his journey through the universe would take him next, he would be ready for anything that came his way.

Genre (& subgenres?)

Pick a game genre that interests you and that is simple and doable
Top-down RPG, adventure.

Characters & story

Who do we control? Is there a story/lore to consider? Who are the enemies?
We control a little astronaut who fell from his space shuttle to an unknown planet needs to fight enemies and collect items to upgrade his skills/weapons and complete his quest of saving the princess from the Moon Lord who kidnapped her.

Items:
Sword, Bow and arrows, Sythe, Hammer, Gun, MachineGun.

Theme & art style

Which asset library will you use? Provide images if need be.
Main menu:

https://wall.alphacoders.com/big.php?i=986566

Environment:

https://assetstore.unity.com/packages/2d/environments/free-wall-tile-set-130514

https://assetstore.unity.com/packages/2d/environments/2d-environment-starter-pack-237152

https://assetstore.unity.com/packages/2d/environments/rpg-worlds-caves-167274

https://assetstore.unity.com/packages/2d/environments/backyard-top-down-tileset-53854

https://assetstore.unity.com/packages/2d/environments/rpg-worlds-houses-and-interiors-168422

https://assetstore.unity.com/packages/2d/environments/pixel-art-top-down-basic-187605

Music and sounds:

https://gooseninja.itch.io/space-music-pack

https://danielsoundsgood.itch.io/free-deadly-kombat-sound-effects

http://www.wolfensteingoodies.com/archives/olddoom/music.htm

Characters:

Princess:

https://assetstore.unity.com/packages/2d/characters/2d-animated-fantasy-knight-dragon-and-princess-pack-35605

Main Character:

https://assetstore.unity.com/packages/2d/characters/2d-character-astronaut-182650

Enemies:

https://game-endeavor.itch.io/mystic-woods

https://assetstore.unity.com/packages/2d/characters/dragon-warrior-free-93896

https://craftpix.net/freebies/free-citizen-artist-astrologer-4-direction-npc-character-pack/

https://jesse-m.itch.io/skeleton-pack

https://assetstore.unity.com/packages/2d/environments/scifi-cultistspack-211371

Final Boss:

https://luizmelo.itch.io/evil-wizard-2

Items:

https://assetstore.unity.com/packages/2d/gui/icons/2d-potions-pixel-art-196023

Gameplay

Goals

What is the main goal?

Rescue the princess without dying and pass all the levels while upgrading skills and weapons.

Difficulty & user skills

What prevents you from reaching your goal?

Being killed by enemies. Lack of specific weapons, damage, speed, or max health.

What are the skills required to win?

Be able to kill all the enemies, the final boss and rescue the princess.

Win/lose

How can one win the game?

When the Astronaut saves the princess and kills all monsters.

How can one lose?

We lose when the main character dies multiple times.

Do we have more than one attempt (life)?

Yes, there are multiple lives.

Game mechanics

What is your core game mechanic?

The Movements are to walk in four directions (North, South, East and West).
The character will gain experience by fighting the other enemies and reach new parts of the map by collecting better weapons.

Other game mechanics will be fighting, gaining skills, speed, and health.

Our main character will switch between one weapon at a time (can't hold all of them) when a new weapon is collected, the old one is left behind.

What are secondary game mechanics?

There will be skill levels, max health. Night and day cycle

Agency (optional)

Will the user be offered choices? What are the choices and options?

The player starts with no weapons and moving through the game they get new weapons by eliminating all enemies from a certain part of the map.

Inventory, items, pickups & upgrades

How can we modify our character and progress?

While exploring the map the player can find different weapons. Killing enough monsters will make you level up and do more damage, get more health or be faster.

Level and world design

How many levels are there? How can we go from one level to another? Can we reach any part of the level at any moment?

There will only be one world, traveling around and killing enemies to get new weapons and get to the princess

Other ideas

Any other ideas

Technical description (DO NO EDIT)

The game will be a 2D game - no 3D meshes
The game will be designed to be played on Windows* computer.
The game engine used will be Unity 2021.
The game source code will be hosted on GitHub.
The game will be built and executed as an .exe file.
*(Optional) The game could have a mobile version available, but the game must still have a Windows compatible version.

Demographics (DO NO EDIT)

The game is not intended for any specific audience.
The game is suited for kids and adults as well.
The game does not contain any gore, mature or sexual content of any sort.

Marketing and Funding (DO NO EDIT)

This project will not be monetized. It is used for learning purposes.

Localization (DO NO EDIT)

The game will support only one language now: - English