Feasibility report

# Introduction

This feasibility report evaluates the viability of developing a 2D roguelike action/adventure game using the Unity game engine. The proposed game concept involves players navigating through a procedurally generated dungeon, encountering various events, environments, and challenges in each stage. This report assesses the technical, economic, operational, and scheduling feasibility of the project.

# Background

Roguelike games have gained significant popularity in recent years, with games such as "Vampire Survivors," "Hades," and "Dead Cells"garnering a lot of interest from a multitude of individuals.This genre of games has slowly started to become more mainstream as such the market is large, However there is low competition as this genre of games is usually developed by “indie” studios. These games generally offer procedurally generated levels, challenging gameplay mechanics, and a strong sense of progression, creating an engaging experience for players.

# Outline

As mentioned, the project is a 2D roguelike action/adventure game. The project will have 3 different stages. Each stage will have different environments meaning enemies will have different styles of attack. And at the end of each stage will be a boss like entity who will have stronger abilities. Enemies spawned will be based on difficulty and stage. The player can go and collect times after completing each stage a set, but randomised reward will be given. The objective is to beat the final boss enough times to unlock a “true” ending. Each time a playthrough of the game is successful, the game will introduce new enemies and upgrades to increase difficulty and vary gameplay.

# Conclusion

The game's concept aligns well with current market trends, and the tools and expertise required for successful development are available. While challenges may arise, proper planning and execution can mitigate potential risks and ensure a high-quality product.

Notes

Does the system contribute to the overall objectives of the organisation?

* To demonstrate my skills and understanding as a programmer
* To improve upon my current abilities

Based on these prompts creating a game from scratch will be able to showcase my skills in a unique way to employers as well as challenging me by making a more dynamic game.

Can the system be implemented within schedule and budget using current technology?

1. Assets can be obtained for free online along with animations making this project cost effective and realistic with the current budget.
2. Given the art and animation are available, the timeline is suitable for the technical aspects of this project.
3. Prerequisite knowledge will also make this possible to deliver on time.