1. Game idea and influences

- Genre: Roguelike
- Setting: Escaping a tower dungeon. You were captured by an evil overlord and held captive in the top floor of a heavily guarded tower. Your objective is to climb down the tower, floor by floor, to reach the bottom and escape from the tower, while battling the minions stationed within the tower who are tasked to keep you imprisoned.
- Influences: Risk of Rain, Crypt of the Necrodancer, The Binding of Isaac, Rogue Legacy, Spelunky

2. How the game is played

- The player starts off with nothing, only armed with a basic rusty sword that strikes an enemy when the player is next to them and 10 health. The player has to find their way around the darkened level caused by the fog of war to the exit without dying, with the end goal of reaching the end of each level and proceed to the next level. Different enemies have different health, damage and damage methods, so players have to adapt with new strategies to counter enemies constantly. Items spawn at random points in some rooms that the player can pick up to aid in reaching their goal. As players kill enemies, collect items and successfully complete levels, they earn a certain amount of score that is used in exchange for permanent item pool improvements (Items receive upgrades to their stats. and effects).

3. Unique Selling Points

- **Quintessential Roguelike gameplay** with random elements such as randomized level generation and item spawns. The player always has to work from ground up as they start off the same every run, giving the challenging element that all Roguelike games have.
- **Cumulative Scoring system and item pool upgrades** that acts as player progression without affecting what makes Roguelike games challenging and fun. As a certain amount of score is reached, it is consumed and existing items in the item pool get upgraded with better stats. and effects, and item spawning chances are increased.

4. Features List

Level *[Kendrick]*

- Horizontal-by-Vertical: 3x5 grid of 5x7 (could change) tiles of 1x2 character spaces.
- The grids sections (rooms) will either be a randomized selection of preset layouts, or completely generated by an algorithm when the level is loaded
- 5 floors of increasing difficulty within the tower

Fog of War *[Winston]*

- Rooms which the player has yet to enter will be blackened out, and will be revealed when players enter the room. Enemies within that room will be frozen until the player enters.

Movement *(Almost done)*
- Realtime, by default player moves every 150ms
- Diagonal movement allowed
- Collision *[Kendrick]*

Enemies *[Kendrick, Yan Quan]*
- Different Variants:
  - Bandit: Melee
  - Mage: Ranged
- AI (Includes pausing in Fog of War and enemy movement and attacking patterns)

Combat
- Melee
  - Move against enemy to attack. Show dash on enemy to indicate hit, with some flash - to give player some satisfaction from hitting an enemy
- Ranged *[Kendrick]*
  - Pellets shot in 4 directions. Show explosion on enemy to indicate hit - to give player some satisfaction from hitting an enemy

Items *[Winston]*
- Different items ranging from simple stat. Boosts to mechanic altering effects such as allow pellets to bounce off walls once.
- Items are upgraded with score, upgraded items have improved boosts and possibly new effects.

Scoring & Progression *[Yan Quan]*
- Score will be used to upgrade perks for the player. Some possible perks include:
  - Increased chance of item spawn
  - Item improvements such as better stat. increase and better effects (?)
  - Increased dodge rate
- Score is gained from killing enemies, exiting level, fully clearing a level, etc.
- Upgrading perks may either have a score cost, or gained through simply accumulating score (have to test)
- Score may be decreased as a penalty for starting a new run, or accumulated through playing more (have to test)

Save System *[Kendrick, Yan Quan]*
- Reads an external file that stores scores and unlocked upgrades to items.
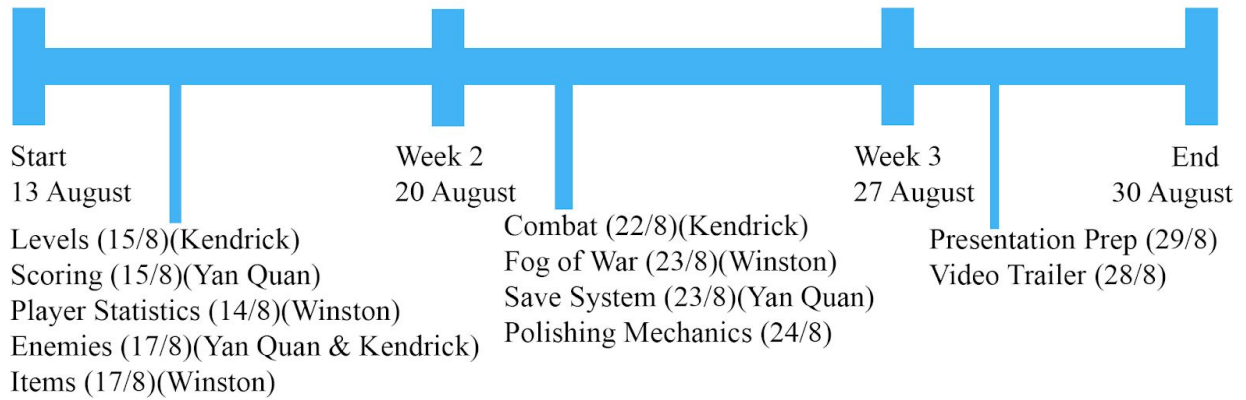
Overview of roles
Kendrick: Level, Enemies, Combat (Ranged), Save System, Collision
Yan Quan: Enemies, Scoring & Progression, Save System
Winston: Fog of War, Items

Jo Chu: ??? *(TBA)*

Timeline

Start
13 August

Levels (15/8)(Kendrick)
Scoring (15/8)(Yan Quan)
Player Statistics (14/8)(Winston)
Enemies (17/8)(Yan Quan & Kendrick)
Items (17/8)(Winston)

Week 2
20 August

Combat (22/8)(Kendrick)
Fog of War (23/8)(Winston)
Save System (23/8)(Yan Quan)
Polishing Mechanics (24/8)

Week 3
27 August

Presentation Prep (29/8)
Video Trailer (28/8)

End
30 August

Reference for Weapons, Scoring and Enemies:
**https://docs.google.com/spreadsheets/d/1KjvEWn1jVGXTAYn9xUPsZQak0KQ_Ne9N-lXXv
cb1Ho8/edit?ts=5b6ecce9#gid=0**