

I want to make a game sort of like Cuphead where the point is to fight a boss. The player is going to wield a sword, no projectiles. I think I'll also keep the boss from firing projectiles as well. The game will need to have clean movement for the player.

Aesthetic Goals:

1) The player feels tense, yet excited, as if they are one wrong input from losing

This goal focuses on the challenge. The player should feel a steady tension. They're under pressure, but it's a captivating kind of pressure. They feel that their decisions in the moment really matter.

Signs of Success:

Players want to immediately retry after failing because they feel as if they can do better next time.

Players concentrate on the game fully and focus during the fight.

Players will perceive the fight as fair even if difficult.

Signs of Failure:

Players find or describe the game as unfair.

Players rage quit after few attempts.

Players find it too easy and can defeat the boss without any difficulty.

No visible emotional or physical reactions

2) The player feels clever as they learn the boss' movements and rhythm to use it against them

This goal focuses on the discovery and mastery aspect. The player will gradually realize that there is a pattern to the boss's behavior and be able to exploit it. They will feel satisfied when they begin to realize things.

Signs of Success:

Players focus and describe the game as having patterns and skill not luck.

Players begin to wait to dodge instead of doing it immediately.

Players change their strategy.

Signs of Failure:

Players find the boss movements random.

Players feel as if they are instantly good or perpetually stuck.

Core Loop:

Dodge enemy and then strike when enemy is vulnerable

Feature:

Today I made the map for the game. It's a simple 2D platform with a nice background.

12/2

I looked for a nice player sprite with distinct attack animations. I was able to get player movement and attacks working. I also connected the animations to the attacks. I will make the movement cleaner as I go and eventually play.

12/3

I found a bug with the animations. The bug was that attacks when done midair would immediately be cancelled by the falling animation. I rewired the animator and got it fixed. I also found sprites for the boss and implemented very basic movements so that it follows the player.

12/4

I tuned the player movement so that it feels better and so that it is easier to move around. I also implemented three distinct phases for the boss that changes as the boss' health is depleted.

12/5

I added sound effects and music to the game. I also added health bars instead of just displaying health as text. While playing, I found it might be difficult for players and added a timer so that players know when the boss will be vulnerable versus invincible.

## Production Requirements

### Player - 10

Is on screen, moves, is controllable, responds to collisions, has animations for six events, and makes three sounds

### Boss - 7

Is on screen, moves, responds to collisions, has animations for three events, and makes one sound

### Music - 1

Produces a continuous sound

### Health Bars - 2

On screen, change appearance in one way

### Timer - 3

On screen, counts down (changing appearance) and text and color change when enemy state changes

### Controls - 6

X axis, Y axis, dash, attack one, attack two, jump

### Platform & Background - 1

Is on screen

Total: 30