

Capstone Project Planning Document

Game Title

1v1:2D (Based on Fortnite)

Estimated Total Time to Develop

50 hours

Have already a working 'single player', you can build ramp, wall and floor. Have already a working character, a small level and a working shooting system with only one weapon(m4). Need to add a simple UI that shows the controls.

Making a working server will take me 10 hours.

Adding build editing will take me 6 hours.

Adding destruction of build pieces that are not connected will take 20 hours.

Adding UI will take 5 hours.

Fixing bugs and adding minor changes 9 hours.

1v1:2D Requirements Specification

This game is a clone of Fortnite but in 2D and without battle royale. It's going to be a 1v1 PvP. Players spawn facing each other and when everyone has loaded in a countdown starts, after the countdown the players can start fighting. They can build, edit and shoot. Whoever dies first - wins. Players will have 5 min to play until the game ends and whoever has the most hp will win, if everyone has the same amount of hp the winner will be selected randomly.

Players will have the same rifle, as well as the same shotgun, and a pickaxe. They will also start with 100 shields and 100 hp.

Building will be just like in Fortnite. Creating a grid and then placing the selected build (ramp, wall or floor) on the grid based on the point that rotates towards the mouse position. Every build has 100hp and can be damaged by weapons and destroyed. If a build isn't connected to the ground or to a build that is also not connected to anything, then this build will be destroyed and will cause a chain reaction of destruction to the builds that were connected only to this build (that is destroyed).

Each key will be customizable, for example : you can change the keys for moving instead of the default WASD, or change the keys for builds, such as ramp, wall and floor.

Overall this game is inspired by <https://1v1.lol/>.