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| Norwich University of the Arts |
| Iteration-2 GDDL |
| Game Design Document Light - continued |

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## **ITERATION 2 OBJECTIVES**

**Iteration 1 Goals:**

1. Finish Enemies - Give them health and attacks
2. Make rooms lock until the enemies are defeated
3. Add Bosses and a reward screen
4. Map or similar to make it easier to navigate.

## **Enemies**

The enemies currently don’t pose much of a threat, they were there to give the player something to hit and get a feel for the controls of the game. In testing this definitely served the purpose well as I got some good feedback on the mechanic.

Enemies need to serve as an opposition to the player and actually become a threat, so they need to be able to do damage to the player in some way. Initially I wanted to have projectiles shoot from the enemies but now I’ve decide to push more of my time into creating a boss and into a map that I feel enemy projectiles can take a backseat. If I decide to implement them with the boss then it would make sense to use them in standard enemies also.

For now I will settle on:

* Enemy Health
* Enemy contact Attacks
* Player Health

I already have a very simple collision handler, but this will likely need a rework, to make it easier to scale and adapt. Something that can take any argument of collision pairs and know what to do with them.

## **Room Locks**

Something that I had considered during development, but ran out of time for, was the concept of locking the rooms until all the enemies inside were defeated. This is a classic feature in popular titles like ‘Enter the gungeon’ and the Legend of Zelda series. During the review with a lecturer he also suggested Implemented this feature and that pushed me over the edge to implementing it in iteration 2.

## **Bosses**