

Team Six - Game Pitch

Game Title: Aria

Story: Aria is a level-based dungeon crawler designed for players to strategically defeat their foes with the use of elemental powers harnessed from the dungeon room the player is in. You step into the shoes of the chosen hero, a young mage named Aria, who discovers her extraordinary power to manipulate matter. Every dungeon floor is guarded by a mini-boss and it all leads up to the final boss who you must defeat in order to win.

Technical Elements:

- Rendering
 - OpenGL
 - 2D 8-bit style - Top down game occurring within a 2D plane
- Assets
 - Collecting assets from open source databases. (e.g. freesounds.org)
 - Creating custom sprites
- 2D geometry manipulation
 - Enemy collision with the player will cause the player to take damage.
 - Players cannot move past certain boundaries like walls for example.
- Gameplay Logic
 - Enemies
 - Enemy AI will vary based on the type of enemy, some will randomly move within a set boundary and others will react to the player. Enemies damage the player upon collision.
 - Mini-bosses and bosses can attack with projectiles.
 - Enemies will have HP which can only go down if the player damages it.
 - Player
 - The Player can move around with WASD and shoot different elemental projectiles with J, K, L, etc.
 - The Player will have a set amount of HP which goes down upon collision with enemies or from being hit by projectiles.
- Physics
 - Basic kinematic physics for player/enemy movement.
 - Projectiles experience friction as it travels through the air (slows down). Projectiles diminish when hitting a wall.
- Unique weapons
 - The player can choose to use certain elements to defeat their enemies. The effectiveness of the elements depends on the enemy.
- Audio Feedback
 - Opening doors, taking damage, slaying monsters will make noise.
- Randomness
 - Mini-bosses and bosses will have cycling weaknesses to different elements at 'random' time intervals.

- Dungeon Levels and Rooms
 - Dungeon rooms make up an entire dungeon floor. Upon clearing all the rooms, the player must defeat the dungeon floor boss. Once all dungeon floor bosses are defeated, the player must defeat the final boss.

Concept Art

