

## Team Six - Game Pitch

**Game Title:** Aria: Whispers of Darkness

**Story:** In a mystical realm known as "Aetheria," an ancient prophecy foretells of a legendary hero who will rise to protect the land from the encroaching darkness. You step into the shoes of the chosen hero, a young mage named Aria, who is gifted with an extraordinary power to manipulate matter. The game begins with Aria's awakening in her remote village, where she accidentally discovers her power to control nearby matter, turning it into elemental projectiles. She is visited by a lost soul of a wise elder who reveals her true identity as the prophesized hero. The lost soul offers to help Aria develop her powers and fulfill her destiny in exchange for helping find the elusive and ancient Soulstone to bring itself back to life. Along their journey, Aria faces not only the twisted monstrosities lurking in the depths of Aetheria's dungeons but also her own inner demons, as the line between good and evil blurs in this eerie, otherworldly adventure. In this dungeon crawler, players will be able to strategically defeat their foes with the use of elemental powers that they gain along their quest for the Soulstone. Every dungeon floor presents a new opportunity for exploration, gaining new abilities, and/or fighting waves of enemies. All of this leads up to the final boss who you must defeat in order to win the game.

### 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.
    - There will be a couple different types of enemies, each with their own weakness to certain elements. There will be visual hints to allow the player to intuit what a given enemy's weakness is.
    - 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:

