Wesley Walker

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Possible game topics(subject to change): RPG, 2D Fighter(like traditional fighting game), 2.5D Fighter(like SFV), 3D Fighter(like Tekken/Soul Calibur), or a RPG Fighter hybrid.

Currently considered game engines: Unity3D, Unreal Engine

C# will probably be needed as the language of choice

Will mainly build gameplay from scratch and will only resort to using bought assets if trouble is encountered during development.

List of potential assets:

* Universal Fighting Engine
* ORK Framework - RPG Engine

Our software project will be the construction of a Role-Playing Game. The player character, as well as other NPCs and enemy characters, will move about on an overworld map. When the player character comes in contact with an enemy unit, the two will move to a screen where they will engage in 2.5D combat. The player’s health will carry over from fight to fight unless restored by healing items.

Unity will be the primary environment used to create the gameplay, UI, and environments. Our aim is to create all the assets ourselves, with some tools being utilized from the Unity Asset Store if necessary. Other software outside of Unity will be used to create art and audio assets. We will use GitHub for source control for the project and use Pivotal Tracker for tracking the game’s development.

**Setting**

The kingdom of Kingdom is hosting a tournament for any and all fighters who want to participate. The tourney takes place over a set period of time is a cordoned-off area with several zones, led by Zone Leaders. Competitors must defeat these Zone Leaders to proceed to the next zone, and make it to the final zone by the time the end is announced. Then, all the competitors who managed to make it to the end will have a final battle royale, the last man standing in which is the new champion. The new champion then has one of two choices: 1) Take his/her winnings and go home, and bring prosperity to his/her village. 2) Fight the previous champion and bet the winnings on the result. If victorious, the new champion gets increased winnings and the added reward of a wish granted by magic. If defeated, he loses his/her title and his/her winnings and is sent home in shame.

**Player Motivation**

The kingdom hosting the tournament is filled with several poor villages that are falling on hard times due to heavy taxation, and the criminal nature of many of the royal soldiers. These villages all select a champion to fight for them in the tournament, the winner of which will bring home money and resources to his/her village. The player character is one of the soldiers in the army, and is working for the kingdom, sending his/her wages back to the village he/she hails from in order to feed their family. Upon hearing of the tournament, the player decides to enter.

**Enemy Motivation**

Soldiers in the kingdom’s army are no better than thieves in temperament and demeanor, who, in addition to the heavy taxes they collect from the villages, murder and rob from the villages to get loot on the side for themselves. To this end, they wander the countryside and may attempt to rob the player character of his/her belongings.

**Gameplay**

* During the time the tournament is taking place, and in-game clock will be displayed on the screen to let the player know how much time there is left to reach the final zone
* Progression of the player character will be marked by a level system; players need to accumulate experience from defeating enemies in the field. Upon accumulating enough experience, the player will level up accordingly.
* In between battles, the player can acquire new skills to augment their battle skills in a dojo. Unlocking skills will require the player to be at certain levels. The unlocked skills can then be set to the combat buttons available to the player.
* Combat between the player character and an enemy character will be done in 2.5D fighting game fashion, with a set timer on how long the match will last. Victory will be achieved when one player’s health/stamina goes to zero, or the timer runs out and the player’s health is higher than the enemy’s.

**Minimum Viable Product**

* Will take place in a basic terrain where the player can move around in. Collision should occur if the player comes into contact with environment objects.
* There will be a total of 5 enemies on the map at once. 3 will be regular grunt types, 1 will be a higher class enemy, and the last will be a boss-level enemy. When one is defeated, the enemy should disappear from the game map. The objective will be to clear the terrain of all the enemies. The top class enemy cannot be challenged until the other 4 are cleared, but the first four can be cleared in any order. Enemies will move toward the player if the player steps within their aggro range. A 2.5D fight(similar to Street Fighter V) will initiate when the player’s model and an enemy’s model comes in contact with one another. Health/Stamina bars will be displayed on the top of the screen, along with a timer for the match(counting down). The match ends when either one of the combatants’ health bars is reduced to zero, or the time runs out. In the latter case, the player with more health remaining wins the match.
* There will be one Dojo where the player can learn new moves. Moves are customizable and be set to certain buttons in a menu.
* Player can equip armor that gives their defensive stats bonuses in game, but do not have cosmetic changes.
* Armor and other items can be purchased from a shop with the money won from battles.

**MVP Build**

* The environment for this game will be unity3D. Prefabs and other free assets from the asset store will be used to create this proof of concept.
* For animation, we will use Blender to rig our models.