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Game Engine 2

Project Cross Veins

Assignment present to
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2020/03/03

Description:

Cross vein is a heavy boss fight action game, player have to choose a vein(skill tree) to fight different boss

Control:

Left mouse for normal attack
Right mouse for ranged attack
left control for Support ability
space for dodge

Gameplay:

The player has to defeat different boss of the game, each vein(skill tree) has their unique advantage and disadvantage, make sure you use dodge and you support skill well in order to prevent getting damage from the boss.

The player character is not though as the boss, so you probable don't want to getting hit by the boss, if you do loose hp, use your support skill for restoration, each veins has a different way for restoration.

User Story 1

As a player I want to have different way of attack
-add Normal Attack and ranged attack

User Story 2

As a player I want to able to dodge so i can avoid enemy attack
-add dodge system
-add invincible frame

User Story 3

As a player i want to have support skill that regenerate life

User story 4

As a player i want to have some skill other than attacking

User story 5

As a player i want to have some bgm for the game

User story 6

As a player i want to have a win and lose scene

Veins:Oracle Master of Lightning

Lightning bolt: medium attack range normal attack, has a long attack interval and chain up to 3 attacks, after the 3rd attack player can dodge immediatly

Thunder ball: Ranged attack with infinite range, explode on contact with the enemy.

Grace of Sky: Support skill that give player a one time shield that denies damage. If the shield is not break player will continuously restore health during duration.

Chronos Master of Time

Under development

Blaze Master of Strike

Under development

Resources:

standard assets from unity store

character from mixamo.com

<https://www.mixamo.com/#/?page=2&type=Character> (Gandaul M Aure)

<https://www.mixamo.com/#/?page=2&type=Character> (Warrock)

animation from

www.mixamo.com

UI images from

<https://opengameart.org/content/loading-bar>

<https://opengameart.org/content/ui-button>

<https://opengameart.org/content/blood-red-health-bar>

<http://getwallpapers.com/collection/scary-halloween-background>

https://animal-groups-roleplay.fandom.com/wiki/User_blog:Aestheic/Tribe_of_the_E

ndless_Abyss?page=2

<https://www.retrosupply.co/blogs/retrosupply-blog/45740673-50-free-retro-and-vintage-fonts>

<https://opengameart.org/content/elemental-badges-from-the-savage-swordsman>

Music from

Fault milestone 2 original soundtrack

unity assets

Skybox

Realistic Tress 9 [Rainbow Tress]

Terrain Tools Sample Asset Pack

Photoscanned MountainsRocks PBR

Lightning Bolt Effect for Unity