

Phaser Final Project Proposal

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Definition

This will be a turn-based game where two players each control their own small team of people (recommended team size is 2-5). The game is a 2D platformer on a prebuilt map. Players take turns: when it is not a player's turn that player cannot take any actions, and when it is a player's turn they can command individuals on their team, telling them to do things such as swing a sword, stab with a spear, charge magic, or raise a shield. Each player's objective is to wipe out the entirety of the other player's team.

Components

The Fighters:

- People controlled by their main player
- Are used to destroy the other player's fighters
- Can be one of five classes:
 - Paladin: sword and shield defender
 - Spear Lord: spear user with a longer attack reach than a sword
 - Archmage: powerful, slow mage user with a ranged attack that must be charged
 - Ranger: mobile dagger and shortbow attacker
 - Bowmaster: powerful, slow, and precise longbow user

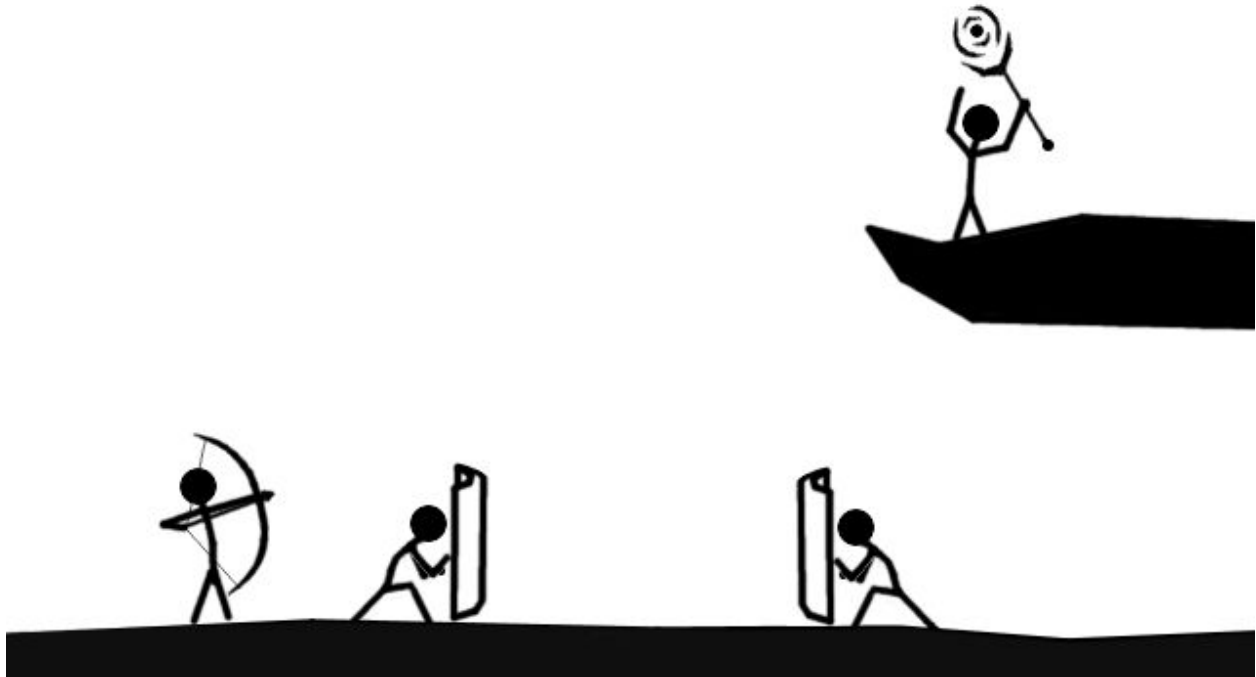
The Action Menu:

- Buttons that vary based on the selected fighter's class that, when pressed, allow the fighter to take certain actions

The Terrain:

- Certain objects are destroyed upon taking enough damage
- When destroyed, objects can create walls that provide cover and possibly damage fighters

Sketch:



Development Schedule

Wednesday, 3/28: Refine code from old project to fit this new one

Friday, 3/30: Project up on Github

Wednesday, 4/4: Camera following one fighter as they walk around

Friday, 4/6: Multiple fighters walking around and can switch between them

Wednesday, 4/11: Two teams of people and basic turn-based system: each fighter can only walk a certain distance in their turn, and the active turn can be passed between players

Wednesday, 4/18: Action Menu: Fighters have the swing sword action to attack other fighters

Monday, 4/20: Certain terrain can be destroyed

Wednesday, 4/25: It's possible for one side to win the game, Map and Team Size selection menu before starting a game

Friday, 4/27: Fighters have the raise shield action

Wednesday, 5/2: Multiple other fighter classes, each with their own actions: Archmage, SpearLord, Ranger, and Bowmaster. The old fighter's action set belong to the Paladin class. Add class selection to main menu.

Optional Features: Multiple Maps, more actions & classes (bombs, healers, assassins), rebalancing classes