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# Hero's Journey

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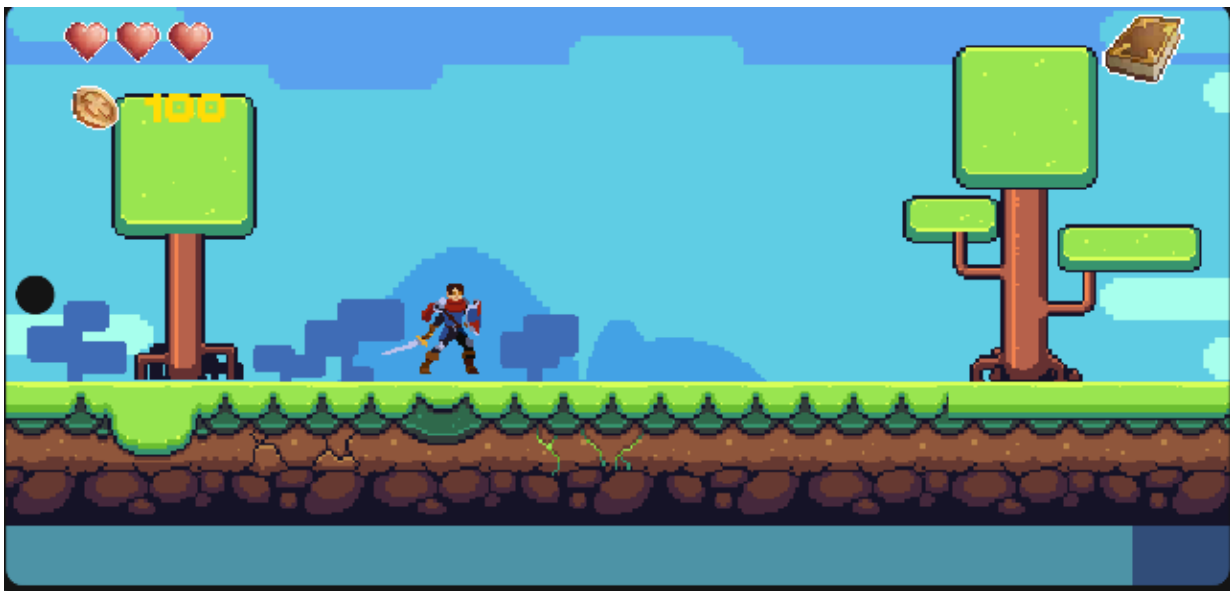
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## Product Overview

Hero's Journey is reminiscent of older 2D Side-Scrolling Platformers like Maplestory, Simple Melee Combat with Bandit Enemies. The Adventurer will gain points with Coins to randomly spawn throughout the map, Bandit-type enemies to fight, and of course, the levels to explore!



## General Gameplay Loop

Players throughout the game after reaching certain milestones will be able to speak to a merchant to purchase weapon upgrades, Health or Armor. Reaching the end and becoming a "Hero" or dying trying will complete the game!

## Enemy Type

So far the only types of enemies are Bandit type enemies, later there may be "Heavy" class Bandits added or even different types of enemies!

### Score Possibilities

Each Enemy killed has a chance to drop coins which will reward the player with an option to spend the coins at a merchant to simplify their game or harden it by keeping the coins to gain points at the end, any purchases the user makes will **NOT** count towards endpoints but simplify the game in general. Coins will also have a chance to spawn around the level in designated locations. Each Heart the player keeps at the end of the Journey will be rewarded 1000 points.

## Platform, Hazards

Besides Enemies, there are also Hazards such as spikes(or Lavapits, will be evaluated in the future to see what fits more), moving platforms, "Timed" platforms (such as the Clouds in Mario), and more, currently, without building out a map it's kinda hard to tell what will fit in the game comfortably without just committing into a Platform type.

## Weapon Upgrades

Currently, the only planned weapon upgrade is an Attack Damage Modifier, Potentially increasing the Speed at which the player is allowed to attack in the future but for now to not feature creep, only attack.

## Controls

Player controls will be done via Joystick (Given by the Joystick Pack) as well as an Attack button, Jump button is being considered as it might be awkward to clutter 2 Buttons on one side.