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Hero's Journey

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Table of Contents

Game Overview

Project Overview - 2

General Gameplay Loop - 2

Enemy Types - 2

Score Possibilities - 3

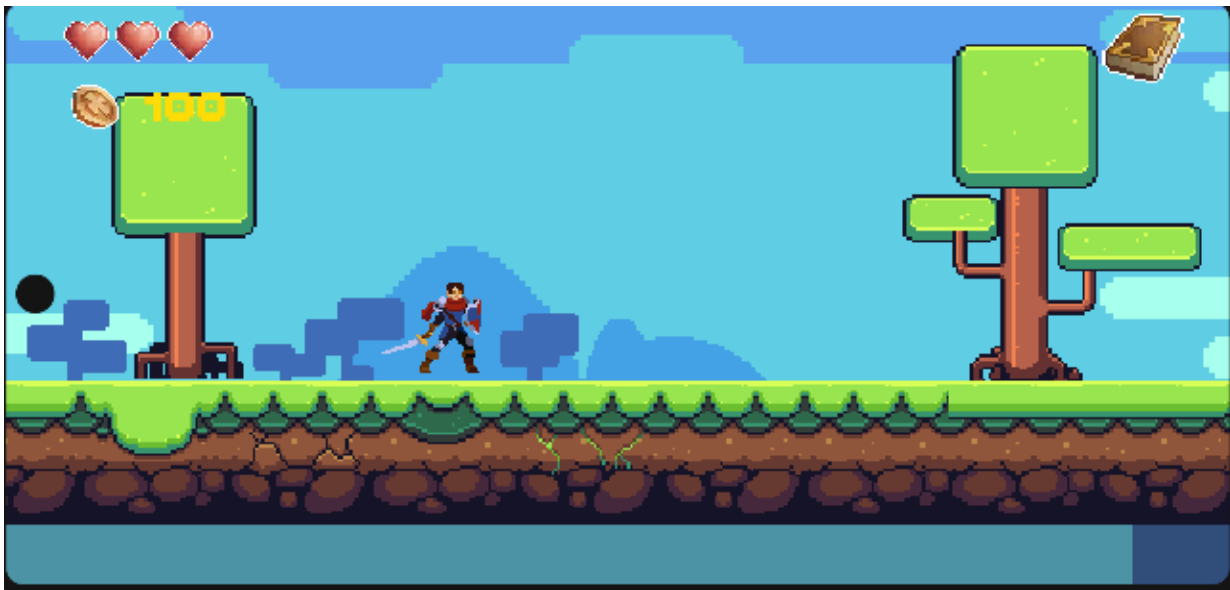
Platform, Hazards - 3

Weapon Upgrades - 3

Controls - 3

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!

The Hero will be spawned into an area and is able to explore as the player wishes, Random coins will spawn throughout the Arena as well as a set number of enemies defined by the level designer. Upon defeating all enemies the player will end the game, to achieve the highest score collect all the coins before killing the enemies whilst also avoiding taking damage as much as possible! The player won't know how many Enemies there are until they explore the entire arena so careful killing of enemies is advised!

Enemy Type

Light Bandit type, Will deal 1 full heart of damage to the player. Upon 3 Hits the player will be destroyed

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. 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, which will be evaluated in the future to see what fits more), moving platforms, "Timed" platforms (such as the Clouds in Mario), and a Floating platform.

Floating Platform: Floating Platform will move down depending if the player is on it and up if the player isn't, the player can manipulate the motion by jumping consistently to nudge the platforms up.

Timed Platforms: Timed platform will have an Alpha indicator to show the player how much time they have left, when the Alpha completely runs out on the Platform the player will be dropped.

Moving Platform: Moving platforms just like from the lab move in the direction the level designer wishes, Acting Similarly to the Floating Platform but not allowing the player to directly "Choose" the direction of movement

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.

Controls

Player controls will be done via Joystick (Given by the Joystick Pack) as well as an Attack button, Jump will be triggered when the Joystick is brought to the upright position.