Game Idea

Team Peekaboo

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Problem Statement : Warrior's Fury-Battle for Freedom

Step into the blood-soaked sands of the arena, where survival and glory are earned through combat. Fight as a warrior, rise through the ranks, and challenge the might of the empire for your freedom.

Game Overview Document

Game Information

- **Title**: Warrior Battle
- **Genre**: Action-Adventure, Arena Combat
- **Platform**: PC
- **Game Mode**: Single Player

Summary:
This is a third-person arena combat game inspired by Indian historical aesthetics. The game progresses through three levels, each introducing new challenges, weapons, and enemies. The player starts unarmed and must defeat enemies to advance, acquiring iconic Indian-themed weapons along the way. The combat system is designed to be dynamic, with basic attacks and special moves, rewarding players for strategic gameplay.

Controls

- **Movement**: W, A, S, D
- **Jump**: Spacebar
- **Punch (Primary Attack)**: Left Mouse Click
- **Special Punch (Secondary Attack)**: Right Mouse Click
- **Sword Primary Attack**: Left Mouse Click

- **Sword Special Attack**: `Right Mouse Click`
- **Mace Primary Attack**: `Left Mouse Click`
- **Mace Special Attack**: `Right Mouse Click`

Concept and Gameplay Progression

Level 1: Unarmed Combat

- The player starts unarmed.
- **Enemy**: A single AI opponent that detects and follows the player using proper animations.
- **Attacks**:
    - Punch: Deals **20 damage**.
    - Special Punch: Deals **35 damage**.
- **Enemy Stats**: 100 Health.
- **Victory Condition**: Defeat the enemy.
- Upon victory, a widget pops up saying **"Level Completed"** for 5 seconds, followed by the transition to the next level.

Level 2: Sword Combat

- The player is now equipped with a **sword**.
- **Enemies**: Three AI opponents, each with unique attack patterns.
- **Attacks**:
    - Sword Primary Attack: Deals **35 damage**.
    - Sword Special Attack: Deals **50 damage**.
- **Victory Condition**: Defeat all enemies.
- The level completion widget appears again, transitioning to the final level.

Level 3: Mace Combat (Inspired by Hanuman's Gada)

- The player wields a **mace** in this level.
- **Enemies**: Ten AI opponents with increasing difficulty and improved AI mechanics.
- **Attacks**:
    - Mace Primary Attack: Deals **35 damage**.
    - Mace Special Attack: Deals **50 damage**.
- **Victory Condition**: Defeat all enemies.
- The game ends with a **"Thank You for Playing"** note.

Arena Design

- The game takes place in an arena inspired by Indian historical architecture and cultural elements.
- Each level showcases unique layouts and environmental details, such as pillars, carvings, and vibrant textures inspired by Indian history.

Core Features

1. **Dynamic Combat System**:
   - Includes unarmed and armed combat with a mix of primary and special attacks.
2. **Progressive Difficulty**:
   - Levels introduce more enemies and new mechanics.
3. **AI Behavior**:
   - Enemies intelligently track and attack the player, enhancing gameplay challenge.
4. **Visual Theme**:
   - Indian history-inspired environments and weapon designs.

Future Expansion Ideas

1. **Weapons**:
   - Introduce more iconic Indian weapons such as bows, spears, chakrams, and tridents.
2. **New Levels**:
   - Expand the game to feature more arenas inspired by various Indian cultural landmarks.
3. **Multiplayer Mode**:
   - Add co-op or competitive modes for more player interaction.
4. **Skill Trees and Upgrades**:
   - Allow players to customize their character with upgrades and new abilities.
5. **Boss Fights**:
   - Include mythical creatures or legendary figures as end-of-level bosses.
6. **Story Mode**:
   - Build a narrative around Indian epics or legends to immerse players further.

Conclusion

This game serves as an exciting tribute to Indian culture through its weapons, arenas, and design elements. With a simple yet engaging combat system and scalable difficulty, it offers room for expansion into a larger, more immersive experience.

Let me know if you'd like help formatting this or adding more details!