**Project Icarus**

**Game Description (General overview of theme, story, gameplay, graphics etc.):**

**Story/Theme**

**Gameplay**

Project Icarus is an RPG rogue like (Side scroller?) in which the aim is to successfully progress through the different levels and bosses in order to (end of story idea). The player will encounter many types of enemies along the way. These enemies will drop coins which the player can use in the shop (during/before a run) in exchange for (better gear/powerups/permanent upgrades?). Different kinds of powerups can be found in (treasure rooms/dropped from enemies?) which will give the player a more power and advantage (permanently/for a period of time?). These powerups include (list of powerup idea/negative effects?). After the player has made it through (5?) floors, the player will then encounter a boss which will be much tougher than regular enemies, dealing more damage and having a variety of different attacks and mechanics. Once the boss has been killed, (Drops an permanent upgrade?) the player can then continue their journey through the levels. (How does the player heal/regen mana?)

**Graphics**

Project Icarus will use pixel art as the form for its graphics. (What types of character/enemy designs. Medieval/modern/futuristic?)

**Mechanics and features (Detailing of mechanics, features and more in-depth on gameplay as well as controls):**

**Main gameplay mechanics (movement, climbing etc.)**

**Levelling system?**

**Powerups (What they do, how they are obtained)**

**Coins/Shop**

**Enemies (Bosses?)**

**MoSCoW (What the game must have, should have, could have and won’t have based on the proposed idea):**

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| **Must have** | **Should have** |
| * Rogue-like mechanics (Replayability, progression etc.) * Playable character/Enemies * Multiple levels (Procedurally generated/Array of pre-created levels) * A win/loss condition * A character menu to view stats, items, powerups etc. * Main menu | * A form of power-ups * Currency/shop system * A mana system for abilities * A form of enemy scaling * Sound effects/music * A compelling story fitting the theme of the game |
| **Could have** | **Won’t have** |
| * Levelling system * Leaderboards/achievements * Multiple playable characters (different stats/abilities?) * Cosmetics * Difficulty options * Cutscenes/cinematics * DLC * Multiplayer, cross play or online features * Micro-transactions | * Post-game/optional content * Character creation * Checkpoint mechanic * Play decision affected story |

**Tools and Technologies (Game Engine, assets, balancing, AI?):**

**Game Engine (Unity)**

**Assets (Sprites, Audio)**

**Balancing (How do the enemy’s/player scale?, roguelike so game needs to be borderline impossible on first few playthroughs otherwise the roguelike aspect is gone?)**

**AI (how enemies act, Do enemies have vision/radius detection etc.)**

**Ethical, Legal, Social and Data security issues (Pegi rating, Copyright issues, data security etc.):**

**Pegi rating**

**Copyright (Creating assets ourselves? data security – Do we have a leader board or something similar? If so, how is data stored on there? Is it safe?)**

**Methodology (The process of development, Agile vs Waterfall):**