

*NOTE:* All changes from m2 will be marked with **BLUE**

*NOTE:* All changes due to playtesting will be marked with **Purple**

### **Balancing for Fun over Frustration:**

- **At first player started with ten health and all attacks did one damage, now player has 100 health and attacks do damage based on how hard they are to avoid (easier to avoid = more damaging attack)**
- **First design of spells saw player forced to kill enemies to regain mana, some players prefer spells over normal attacks and it felt like we were forcing them to play our way not their way, hence mana now regenerates by itself**
- **Movement speed enhanced, players found dodging attacks too hard and traversing too slow, faster movement speed helps both these problems**
- **Healthier Bosses, Bosses blew to pieces in seconds with our first iteration, now even the best players should be able to see an attack rotation or two**

### **Development Process**

- **Git Repository for sharing of all code between the two of us**
- **Task list was helpful, but the elements listed were not in the order we did them in, so that would be good for next time.**
- **See Software design and AI documentation for important methods and classes**

### General Changes Due To Playtesting:

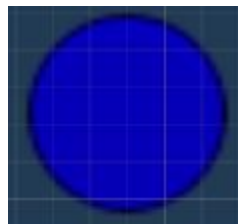
- **Damage Indication:** Enemies blink when hit giving the player information that their damage and therefore actions have meaning.
- **Easier Game:** Game was far too hard for the average player. Increased health and player damage helps players feel better about playing and is more enjoyable.
- **Exploration rewards:** Many players went straight into the boss upon learning the boss location, while this won't be a problem in a randomly generated map we still want rewards for players who don't find the boss immediately namely:
  - **Soul rewards-** Enemies who die give a currency called soul which can be used at...
  - **Shops-** Hidden throughout the map and can sell power ups such as damage increase, attack speed increase and health
- *Title: RoguePG*
- *Gameplay Description:* RoguePG is a one-player rogue-like rpg with a good amount of luck but with skills required as well. Players will need to battle their way through multiple floors of enemies in a top-down approach. Players will need to make choices about which weapons to keep, and which attributes to level up as the game progresses. Play begins with a player having a simple pea-shooter which does little damage. They must obtain greater weapons and defeat more difficult enemies to escape each floor which will have an entrance and a boss guarding an exit. Players may move in eight directions and

at start will freely shoot in any direction. Gameplay ends when health is lost or when all bosses have been defeated.

- Goal: The goal of the game is to reach the exit of each level and defeat the boss guarding the exit. **Players will also have a timer to keep track of their high scores and fastest runs of the game.**

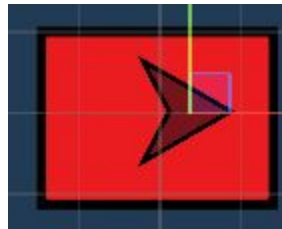
- Basic Elements

- One Player



Example Player

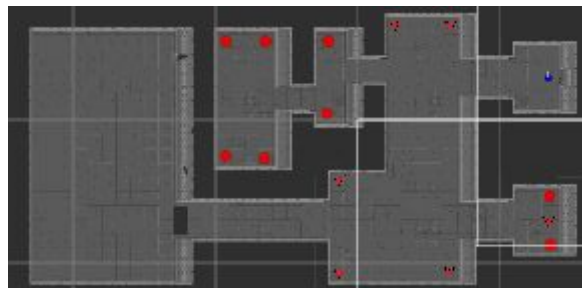
- One Boss Per Level



Example Boss

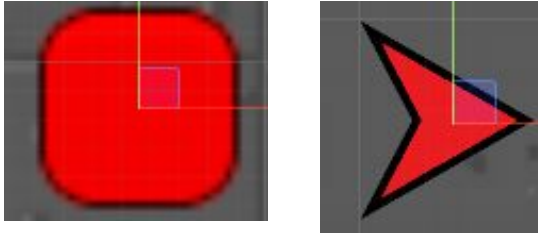
- One Exit Per Level

- LevelMap



Example Level Map

- Generic Enemies



Generic Enemies

- Top-Down Gameplay
  - **Power ups to help establish feeling of power**
- Experience: The player will be able to dodge enemy attacks and attack with differing abilities of their own. They will transverse levels gaining power and finding new and interesting ways to use their new abilities
- Theme: A dungeon-crawler with Rogue-like elements. Medieval period.
- Point of view: Top-down perspective. Gravity and other physics besides collisions are not necessary or used. Graphics are simple using medieval style art.
- Challenge: Speed and decision making are big parts of this game. One must conquer each level with 0 health packs to boost their life—**Only a couple ways to regain lost health.** This means avoiding damage takes place above all else. **This means balancing attack oriented gameplay for higher highscores and defensive gameplay to stay alive.**
- Decision-Making: Players choose where to go in a level, with their only knowledge being that they must find the boss. Additionally which weapons to use and the best strategy to defeat an enemy will be up to the player.
- Skill,Strategy,Chance,Uncertainty: There is an enormous amount placed on chance and uncertainty in RoguePG. The map will be randomly generated and the weapons the player can pick up will also be randomly generated. However, the player chooses where

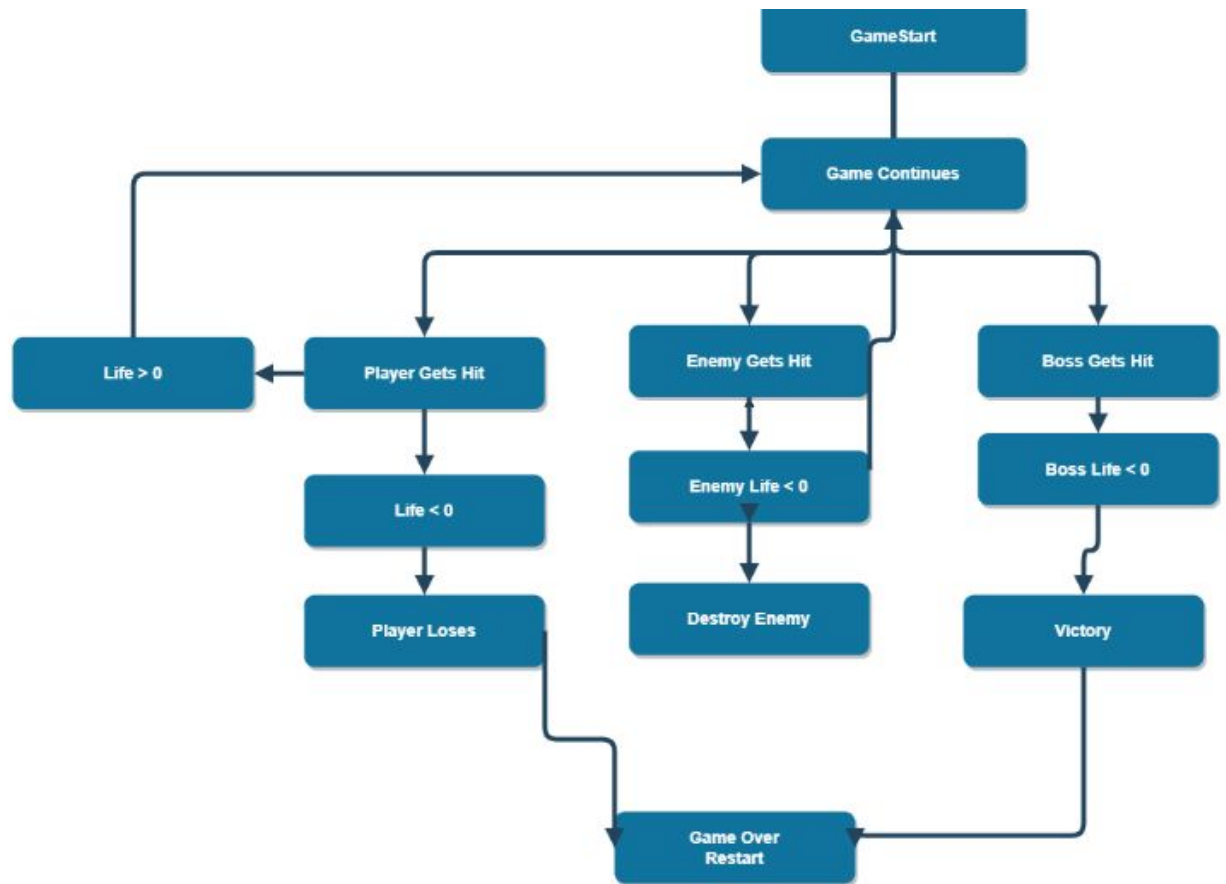
to go in the map and if they want to pick up the new weapon. **Curses involving positive benefits with drawbacks can also be chosen or ignored by the player.**

- Context: As of now College students and one Professor will be playing the game mostly in a class or grading situation.
- Emotions: Players should feel a sense of fear about what is behind the next corner and a sense of pride and accomplishment when they defeat an enemy or use a new weapon.

There should be a general level of excitement about each fresh playthrough. **Players should want to explore to acquire powerful upgrades.**

- Interface and controls
  - Player Used the keys WSAD to move in eight directions, clicks to shoot, and hits spacebar to dash. Aiming is done with the mouse.
  - Screen will be seen from the top down and will scroll with player

- Game Flow:



- Art Direction: Medieval with some futuristic elements. Due to time constraints simple geometric shapes.