

CubeQuest

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V1.0

Project Goals

To build a unique 2D game in the Unity Engine for all ages.


Summary

You are wandering the pigment fields, their colored energies empowering the heros and keeping monsters at bay, but forces of evil are trying to take the color crystals and alter their energy to power themselves!


Gameplay

- Roam around the fields fighting monsters as they infinitely spawn and swarm your crystals. You must stop them from turning the board red. You can also strike a crystal to switch the color of it and all surrounding crystals. Your score will be constantly going up with a multiplier based on the number of blue squares, with a huge bonus for all squares being blue.
- Stretch goal: the level goes up and the map resets once it is all blue.

Character

 Bitman can move up, down, left and right, as well as wield different types of weapons.

Enemies

 - Green slime - attacks player, roams randomly, duplicates itself

Enemy 2 (TBD)- attacks crystal

Enemy 3 (TBD)- roams randomly

Environment

The environment is a map of 9 squares that you can move between.

Sound

- Bit music
- Classic sounds

Controls

-controls

MOVE AROUND

ATTACK

SWITCH WEAPON

HIT CRYSTAL

Items

-🗡️ **Sword - DAMAGE ENEMIES**

-cannon - shoot cannonballs

-amulet - area effect of damage/ repel

Hammer - less damage than sword, more blowback

💎 Crystal - striking it will shift its color as well as the color of all surrounding fields. Monsters will drain a crystal's HP and turn the square red. Crystals will regenerate

Menu

The main menu will display the current high score as well as give the player the option to start, quit, or go to options.

Stretch goal: difficulty settings

Options

The options menu will allow you to erase all save data or go back to the main menu.

UI

The UI will display your score, the high score, held items,

Game Over

- You lose when your HP reaches 0 or all the squares turn red. -