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Senior Capstone
CIDS 484

The idea of this game uses the C# language to create a game. This game will be based on a small village right outside a dungeon mine that has been taken over by evil. The style of the game will be pixel with the point of view of the game will be isometric. Example of how town will look:



The main object of the game is to get to the bottom of the mine to defeat the final boss and reclaim the mine for the village. A side objective of the game is to help rebuild the town and rescue some of the villagers from the mine. There will be a few monsters in each level that will try and kill the user. The user will also collect different minerals as they go through the mine that will help them become stronger as the game progresses. When a user gets to a certain level they will need to beat a boss that is guarding one of the checkpoints, once the character defeats the boss they will be able to claim the checkpoint. If the user gets to a certain level they will be able to set a checkpoint here and go from that level to the village without having to go through the entire mine again. If the user dies their progress will be reset to the last checkpoint they reach. As the game progresses the user will also gain experience from killing monsters that they can use to build stats and gain skills. The materials the user mines will also be used to get better equipment and help rebuild the town for the villagers. There will be a few different important villagers that will interact with the user and help them improve their characters, like the blacksmith, the cleric, the weapons master, and more to come. I will be using the unity game engine to help with creating the game and making all of the art myself using a pixel art creator.