GAM1516 Assignment 3

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Idea: Top Down Zelda style Dungeon.

The minimum goal is the “Simple” idea and the “complex” stuff will be added if I have the time

A Top down Zelda style dungeon from the Gameboy era of Zelda. On the simpler end of the spectrum it will be a game moving from one room to the next in a linear fashion. On the harder end assuming I have more time I might add in a more non linear dungeon where you gain an item as a pick up to progress.

To make sure that I am able to do this. I will probably start out with a room with a pot and a hole. The hole is to test the checkpoints, test taking damage and test dying. While the Pot will be for attacking and maybe picking up. There might be issues with the dying and respawning but I can probably get something working.

UI will consist of a health system. Might just be some numbers for health. And probably a gem counter system, as the gems will act as pickups which are required

Components:

One custom component will be an UAttackBoxComponent that inherits from UBoxComponent which will be used for attacking

Another possible component could be a UBlockBoxComponent, inheriting from UBoxComponent. It is dependent on whether I can implement a good thing that attacks the player. Possibly an arrow that spawns while moving across a moving platform.

Outline based on what the game must contain

1. Simple: Gems as pickups, adds to UI later too. Might be placed or Spawned in the world

Health Replenish, increases health. Might be placed or spawned

Complex: Health increase, increases max health

A weapon pick up that gives the player a new ability

1. The player will be a pawn controlled by the player controller.

Simple: I will accomplish a respawn by resetting the position to a spawn point and health when health = 0

Complex: The player spawns at the beginning of the room until health = 0, then the player spawns at a specific checkpoint

1. Simple: The HUD will be text showing Health and Gems

Complex: The HUD Will have Images that change based on the health

1. There will be pickups which is On Overlap and there might be Attacks which will be OnHit
2. Simple: An enemy that walks back and forth. It might move towards the player faster if they get spotted

Complex: There will be a mini boss in the dungeon as well

1. Simple: The platform will move across a gap.

Maybe the platform blocks an attack from a fireball and you have to move with the platforms

Complex: The platform will move across a gap while the player gets shot by arrows. Might be more than one

1. I will have to learn this physics based movement for the player. The player could be pushed when attacked without blocking
2. I could make the Gems Spawn when an enemy dies. I might be Spawning Arrows that attack the player. And maybe an enemy throws fireballs when the player is in the line of sight
3. Custom Component:
   1. UAttackBox – Inherits from UBoxComponent. Used for attacking
   2. UBlockBox – Inherits from UBoxComponet. Used for Blocking
4. Checkpoints can be the door you entered from like zelda. Maybe a Checkpoint in the middle if something big happens. The death will probably respawn you at the beginning of the room if it is a linear game. If I can do a more complex game then this system might be a little more complex

Technical Game Feature Ideas:

AUDIO:

Background Music

Sword Hit SFX

Block SFX

Gem Pickup sfx

General SFX

2: Maybe pickup pots and then throw pots