UI PROGRAMMING REPEAT PROJECT DESIGN DOCUMENT

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Game theme: **Mythical Worlds**

Game Ides: **Dungeon Escape Game**

A player is stuck in a two-dimensional mythical dungeon surrounded by mythical creatures.

A dragon enemy will patrol left and right until he detects a player, it should then start following the player until the player is out of range again.

A Lord/Soldier enemy will patrol left and right also but will shoot a projectile in a random direction every two seconds. So, the player needs to be careful through the narrow hallways in the dungeon as the projectile can come its way anytime.

There will be pick-ups for the player to get, such as potions and shields.

Potion will restore some of the player’s health while the Shield will be activated for a few seconds where the player is invincible.

A player will also have a stamina system, where the stamina will drain if he shoots or sprints with the “Shift” Key. A player will not be able to use either shooting or sprinting until the stamina is fully recovered.

To complete the game, the player needs to reach a door. If the player reaches a door without a key, then the message should pop up saying “You need a key to open a door”, or something like that.

The initial plan is to make the key drop from the defeated enemies, the key will be dropped at a random location somewhere on the map.

Once the key is picked up, a player can enter through the door avoiding the obstacles on the map as well.

The doors should lead a player to another level which will be another mythical world (roman, ancient Greek etc...(but only if I have time for it)).

The player, enemies, traps will all be animated.

There will also be an inventory system so the player can press a “Tab” key to check what is he storing in the inventory, for example: shield, potion, key...

The game will also have a Save and Load system so that the player can continue with its progress.