Colosseum Concept

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Quick summary

- Our knight has been captured by an enemy Kingdom. He has been thrown into the Colosseum to fight for the Kings entertainment. The Knight is thrown against the kingdoms strongest fighters. The fights are unfair as most of them will consist of multiple enemies at once. Can the Knight overcome the fights and survive.

Background
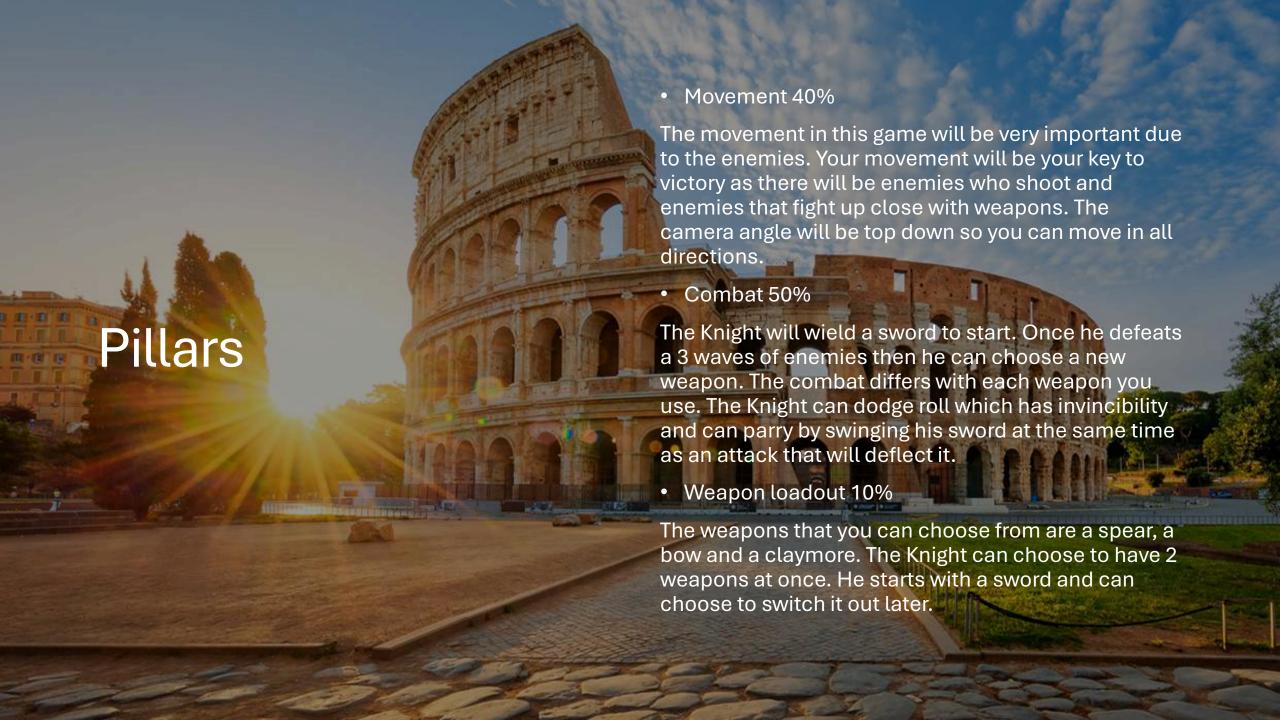
- The game takes place in the past around 250BC. It is held in a Kingdom that is keen on fighting in the colosseum for their entertainment. This means many people they capture get thrown into the colosseum.

- Our Knight was taken after a battle with a nearby Kingdom as he seemed like he had some potential in the colosseum.

Features

- Sword fighting
- Parrying
- Dodge roll
- Pickup weapons

Pillars

- Movement 40%

The movement in this game will be very important due to the enemies. Your movement will be your key to victory as there will be enemies who shoot and enemies that fight up close with weapons. The camera angle will be top down so you can move in all directions.

- Combat 50%

The Knight will wield a sword to start. Once he defeats a 3 waves of enemies then he can choose a new weapon. The combat differs with each weapon you use. The Knight can dodge roll which has invincibility and can parry by swinging his sword at the same time as an attack that will deflect it.

- Weapon loadout 10%

The weapons that you can choose from are a spear, a bow and a claymore. The Knight can choose to have 2 weapons at once. He starts with a sword and can choose to switch it out later.

Skills students will use

- Classes [Knight, Arrows, Enemies, Weapons]

- Arrays [Arrows, Enemies]

- Graphics [Sprites, weapon swing animations]

- Source Control [git, git hub]

- Software [VS2022, photoshop, Aseprite]

- Teamwork

- Documents [Concept]

FUN TO WORK ON

- Personally I enjoy challenge in games, and in this game I would like to make it challenging and fun. You shouldn't be able to win on your first go but should want to keep going and feel accomplished when victorious.

- The waves getting incrementally harder the further you go on will be fun to work on to try balance how many enemies and spawn.

- Trying to balance how much damage you do and how much damage enemies do to you. The knight will be able to heal health at the end of certain rounds to help the player survive.

Elements

- Visual Asset creation [10]
  - Draw the knight and enemies from top down perspective.

- Audio Asset creation [5]
  - Make sounds for weapons and footsteps.

- Menu system [5]
  - The menu will be simple enough with a start button, and a training area. The training area will show you the controls and have a simple enemy dummy that you can practice the movement and combat on.

- Hud [5]
  - The Hud will show what wave your on, what weapons you have, how many lives you have, and what health you have.

Elements

- Basic Gameplay [20]
  - The knight will start with a sword, and has two moves. A dodge roll and a swing of his equipped weapon. Enemies will spawn and your goal is to survive and defeat all enemies.

- Graphics [20]
  - Sprites, Text, Fonts, Background.

- Advanced Gameplay [15]
  - Enemy AI, Collision between enemies and player, differing waves, contact with projectiles.

- Advanced Graphics [10]
  - Animated sprites for weapon swings, all enemy animations.

- Project Management [5]

- Video [5]