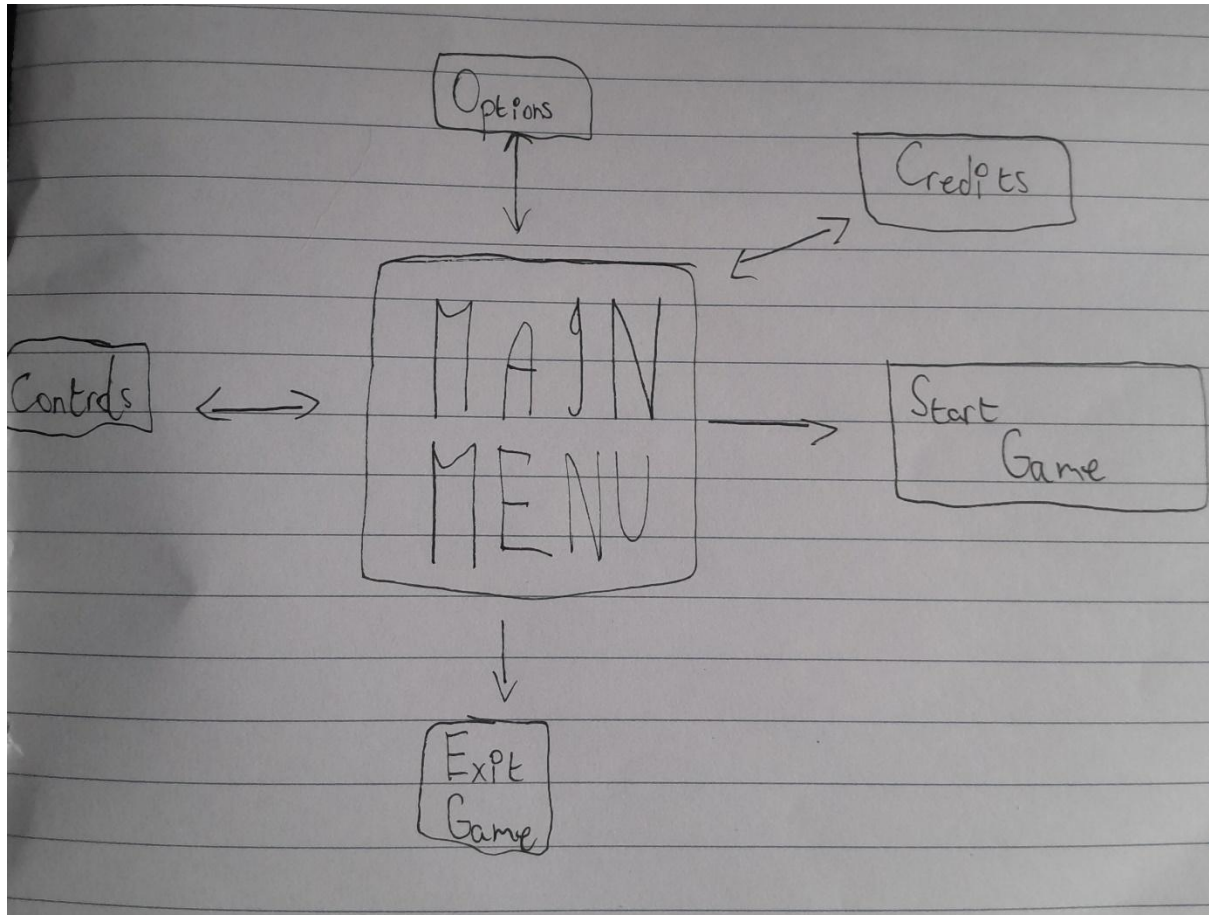


# Colosseum Game

By Cormac Bowes and Jake Reid

## Screen Layout & Interaction

### Screen Flow Diagram [CB 80% JR 20%]



### Splash Screen[CB 90% JR 10%]

The menu will be displayed until an option is selected.

Selection can be made via left mouse click

Upon selection a new screen is displayed displaying information relevant to the button clicked

Exit Game: Closes the window

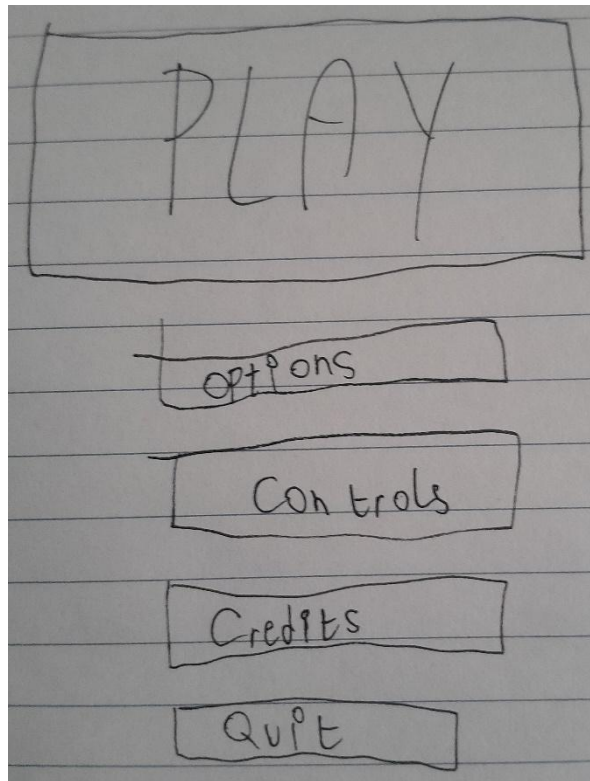
Start Game: Allows the user to play the game

Options: User can toggle graphics mode

Controls: Shows inputs for the game

Credits: Shows people who made the game

## Main Menu[CB 80% JR 20%]



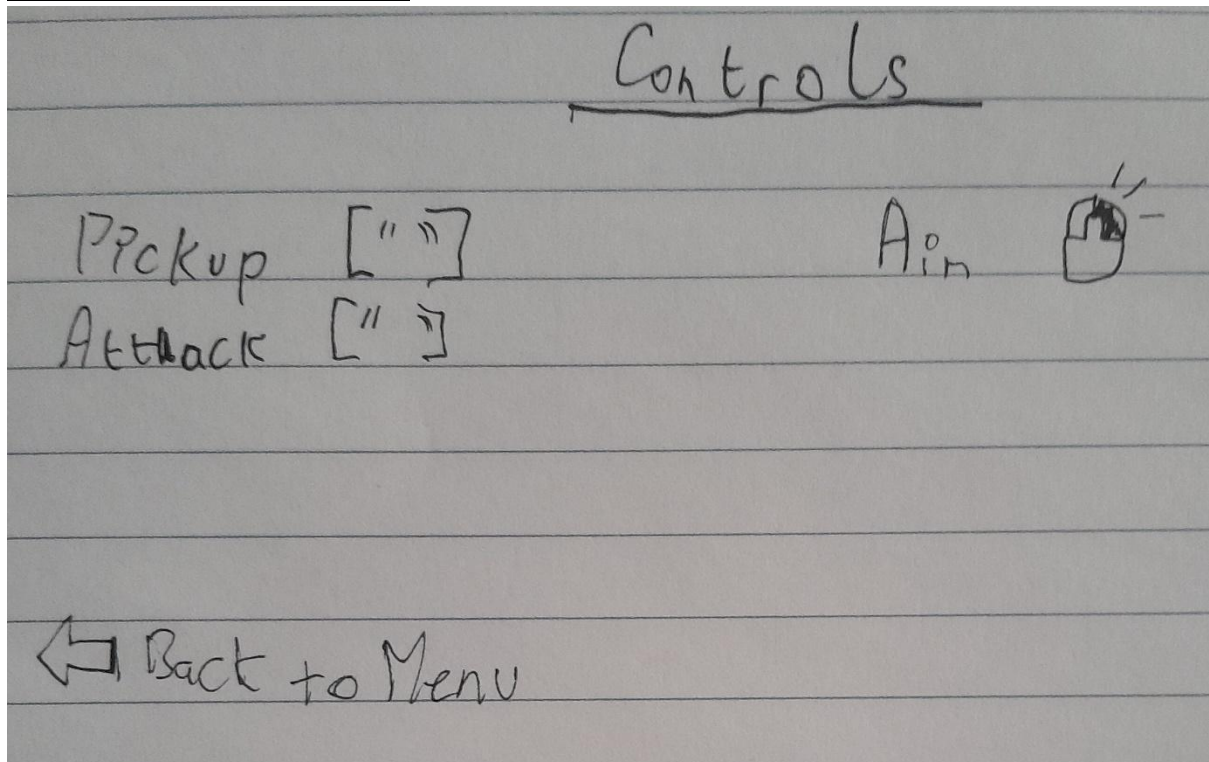
The Main Menu has a title above the Play button

The Play button is bigger than the other buttons to entice users to get started

The buttons align with the centre of the screen

Choosing Quit will exit the game

## Control Menu[CB 90% JR 10%]

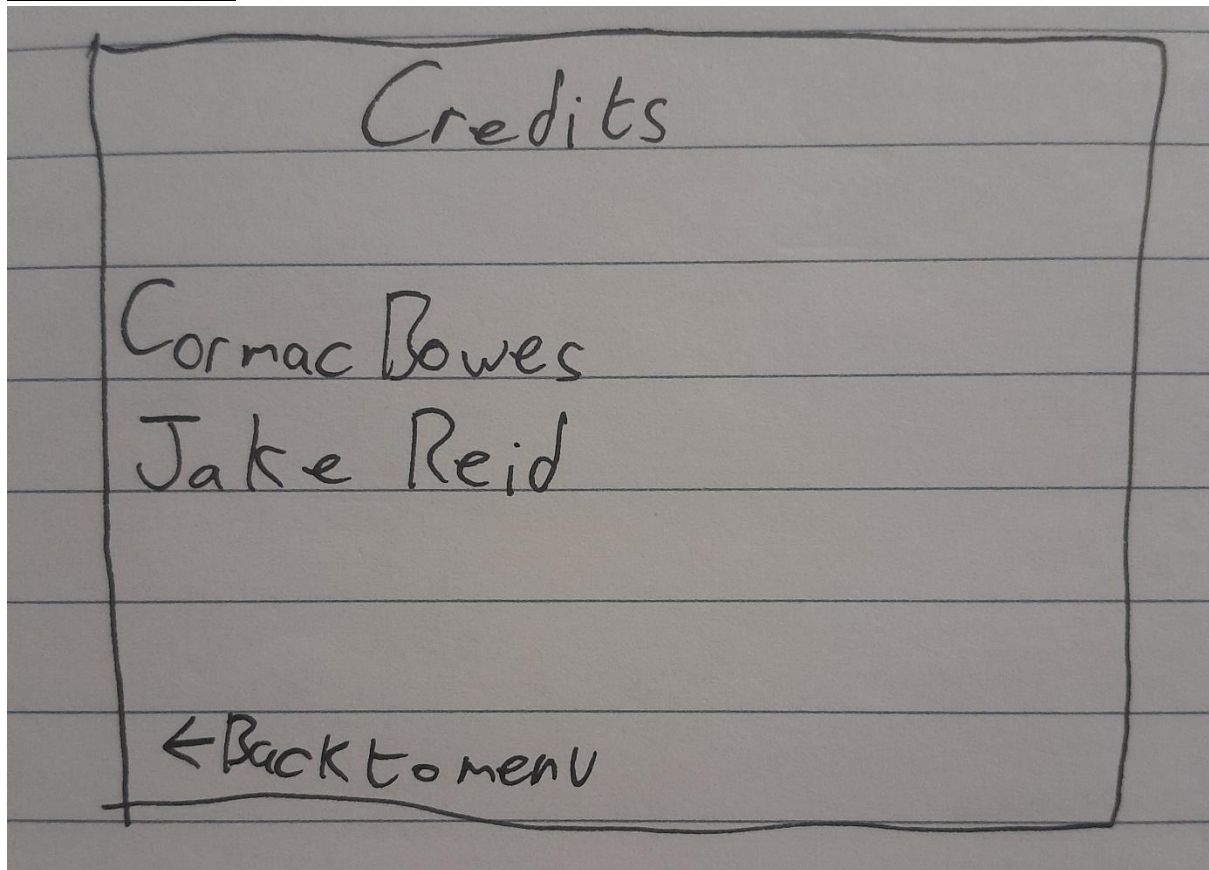


Each menu accessed from the main menu has a Back to Menu button to bring you back to the main menu when you're done.

The menus are all Text on a screen displaying different information depending on the page

The Controls menu shows little icons next to the action to show the input button for each action

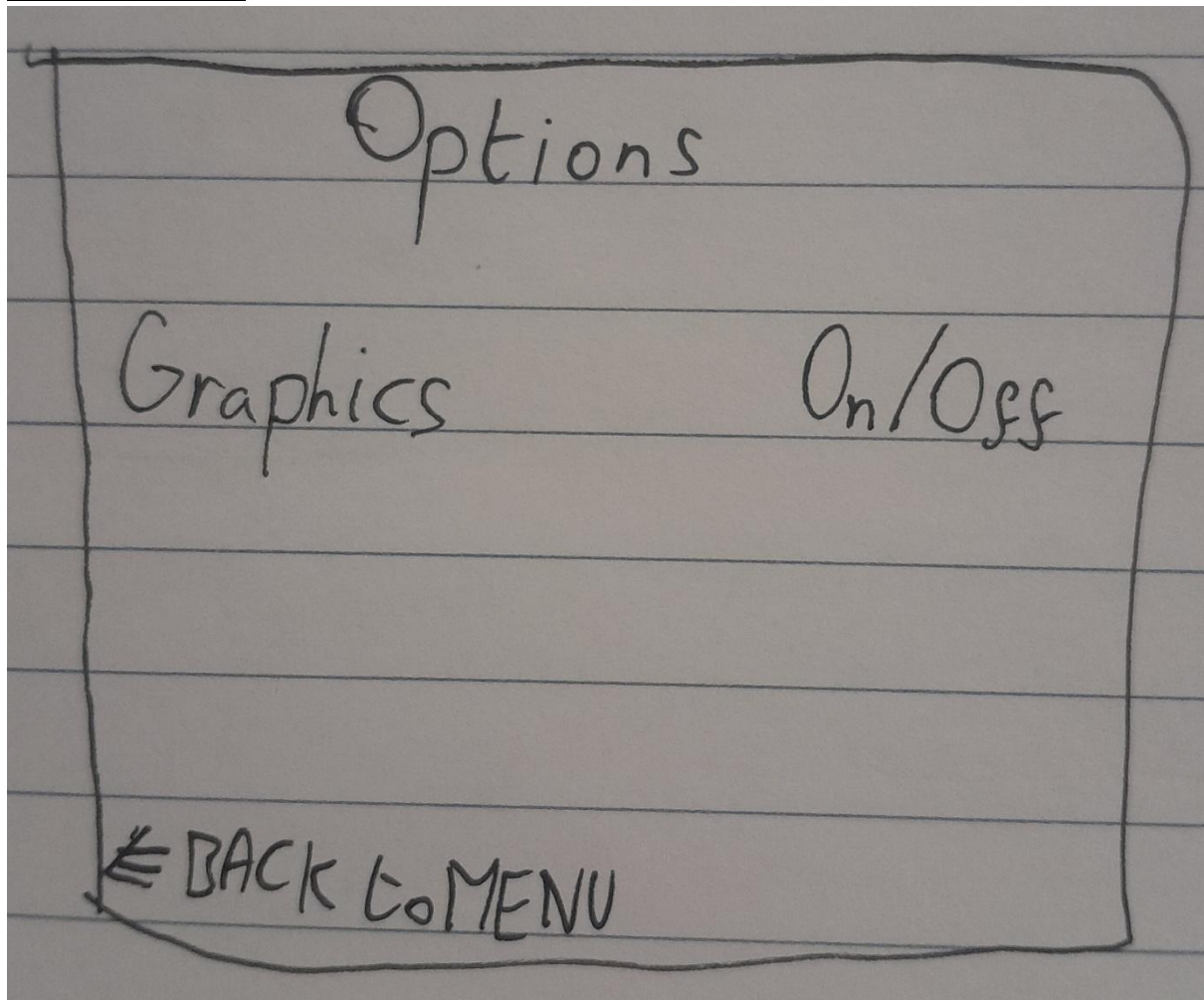
## Credits[CB 100%]



Each menu accessed from the main menu has a Back to Menu button to bring you back to the main menu when you're done.

Show the people who worked on the game

## Options[CB 100%]

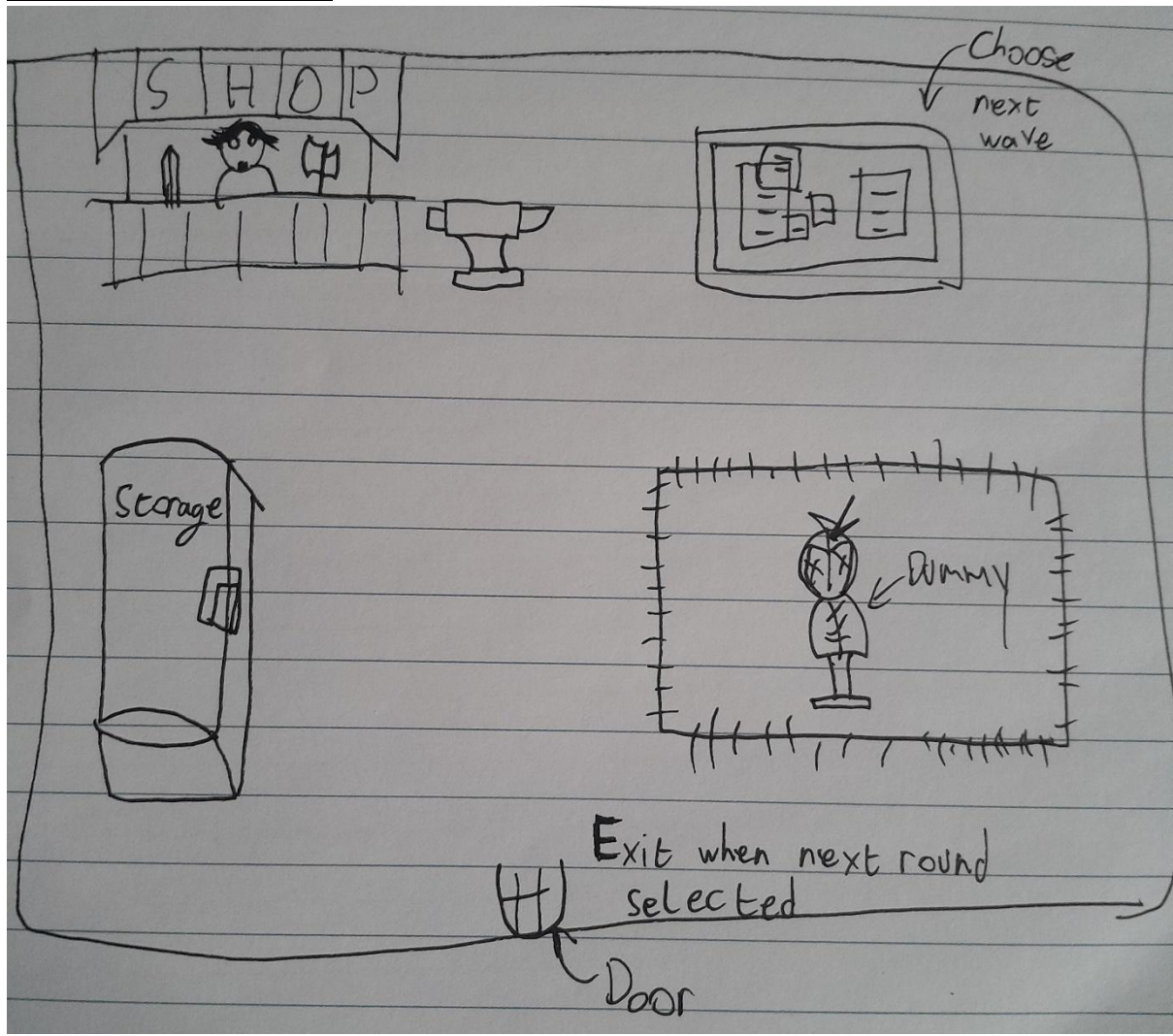


Each menu accessed from the main menu has a Back to Menu button to bring you back to the main menu when you're done.

Allow the player to toggle the graphics on and off



## Armoury[CB 85% JR 15%]



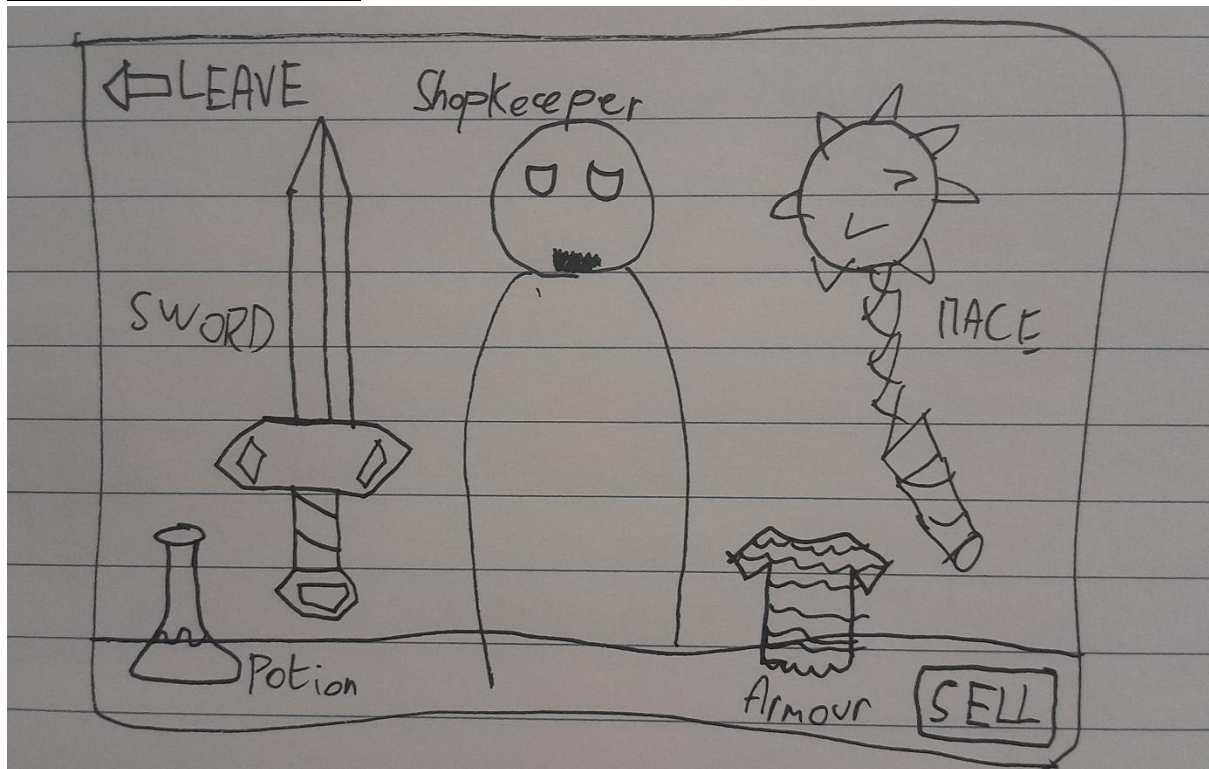
In between waves the player can spend gold on armour, weapons and potions

Weapons can be stored in the storage chest

The dummy can be hit allowing players to get familiar with weapons

The bulletin board allows the player to choose bonuses and drawbacks for the next wave

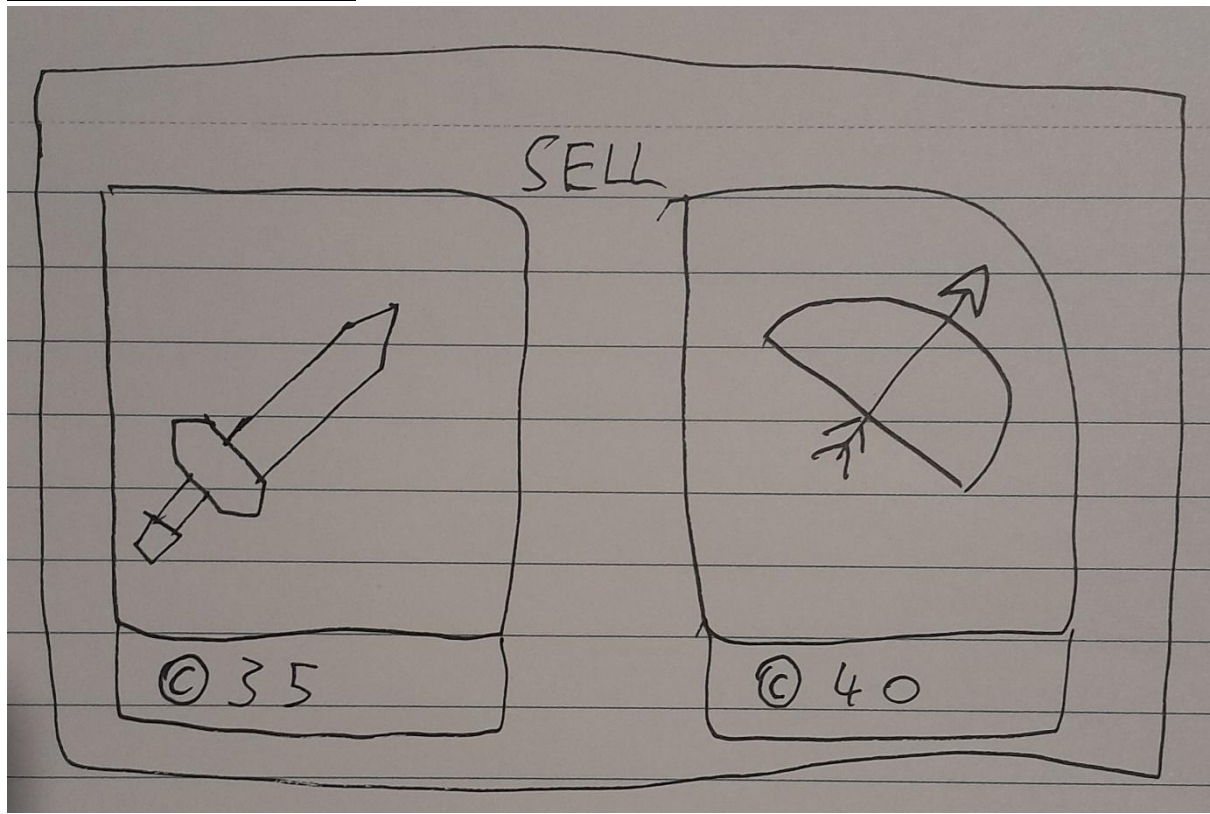
**Buy Menu[CB 70% JR 30%]**



Weapons can be bought from the shop for their full price allowing players to use weapons before encountering their associated weapon

Currency is the only thing carried between runs

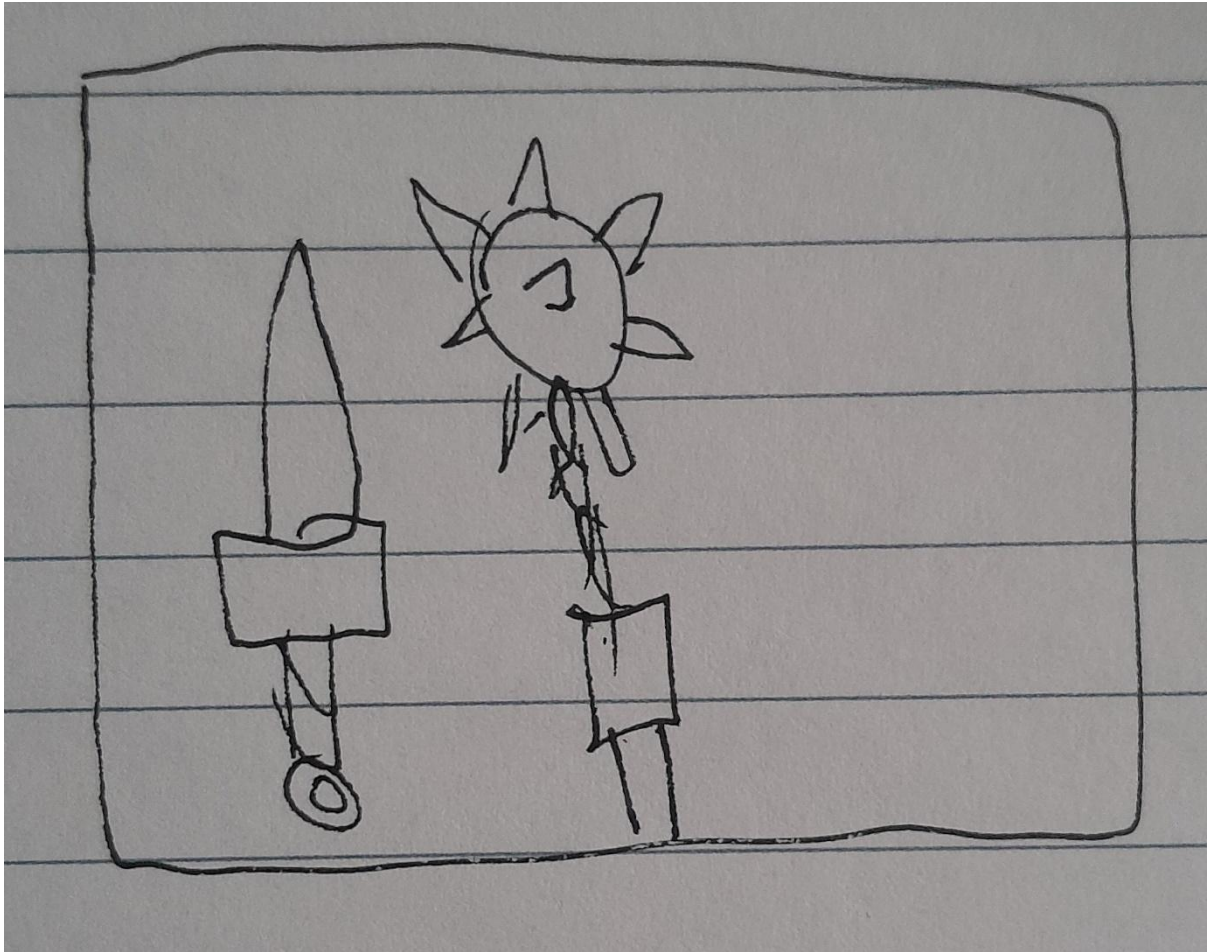
**Sell menu[CB 75% JR 25%]**



Weapons can be sold from the players inventory for half the price they are bought for



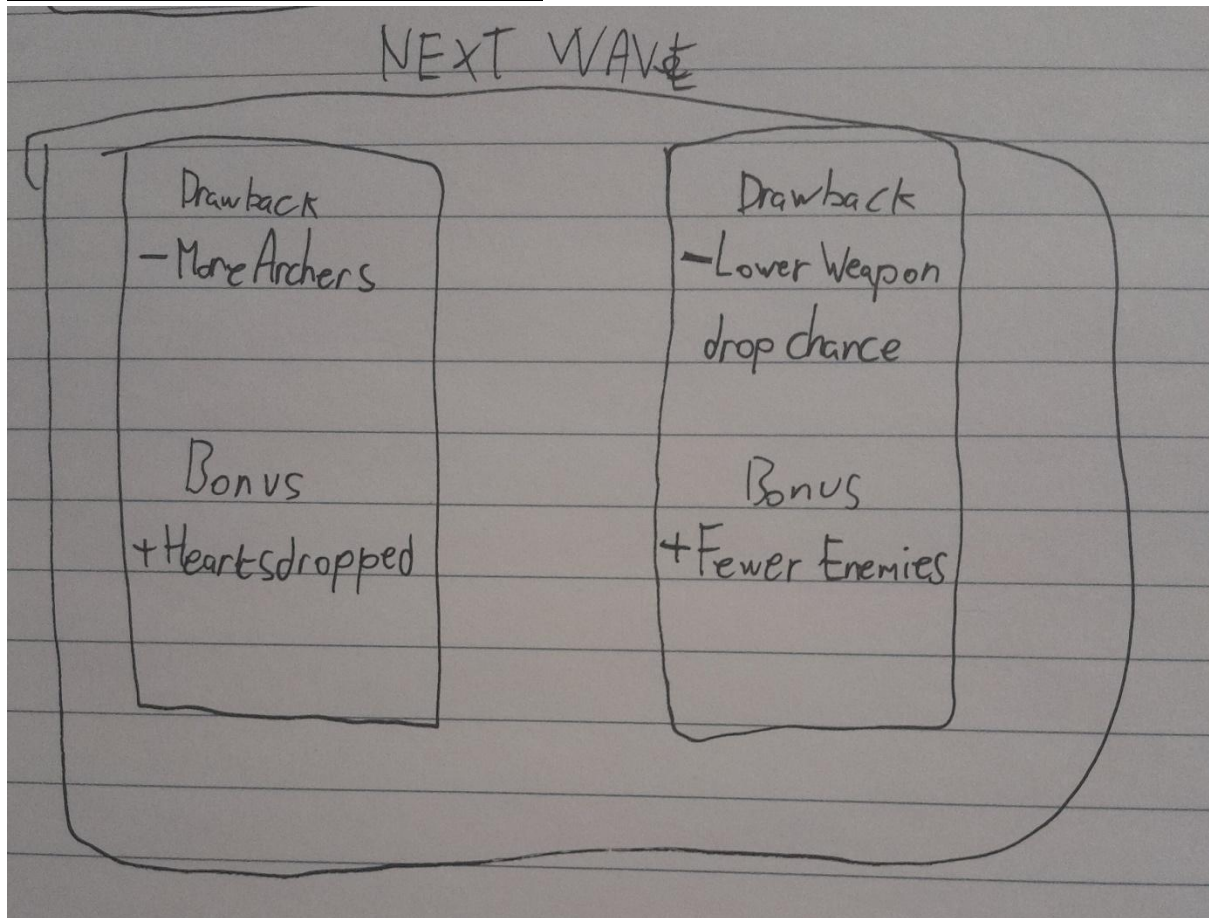
Storage[CB 90% JR 10%]



Players can store weapons in a chest to be used in later waves

The limit is 20 so players will have to sell in order to add more to the chest

### Choosing the next wave[CB 80% JR 20%]

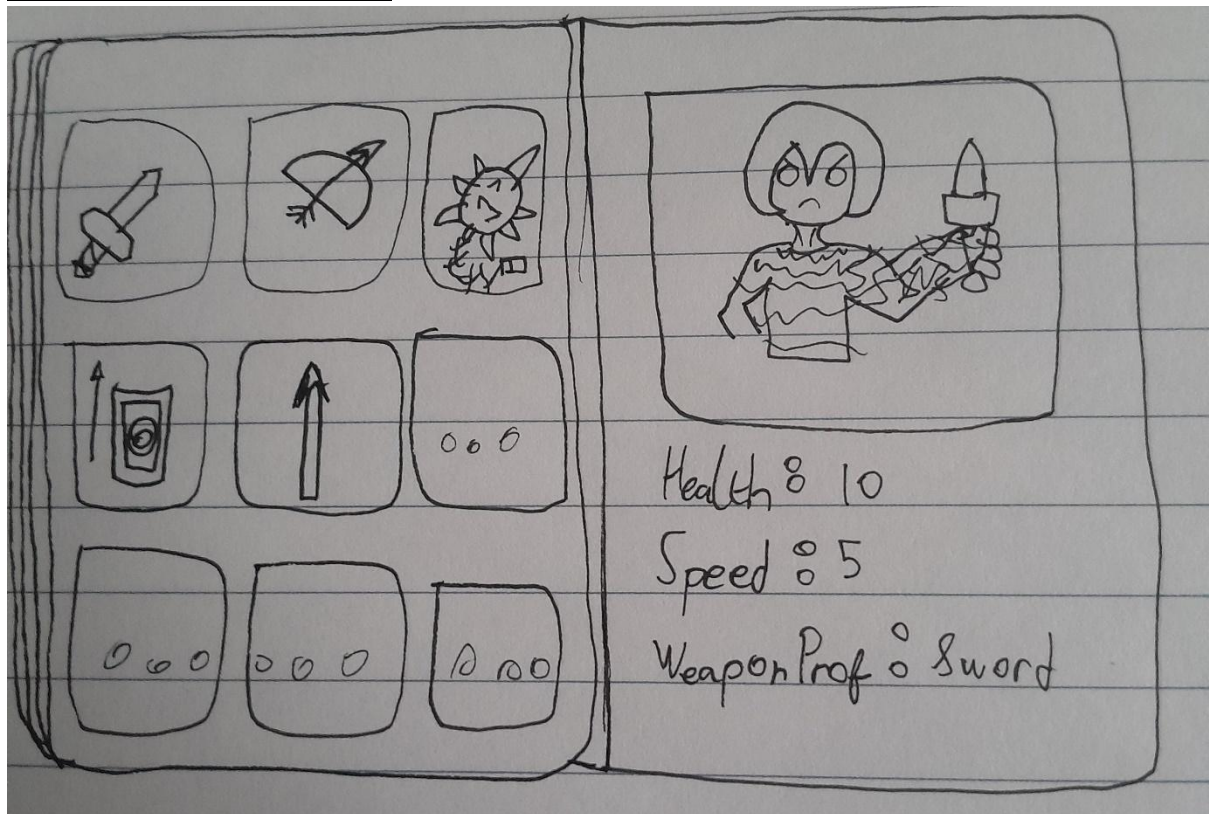


Players can choose the next wave in the Armoury

Each one has bonuses and drawbacks

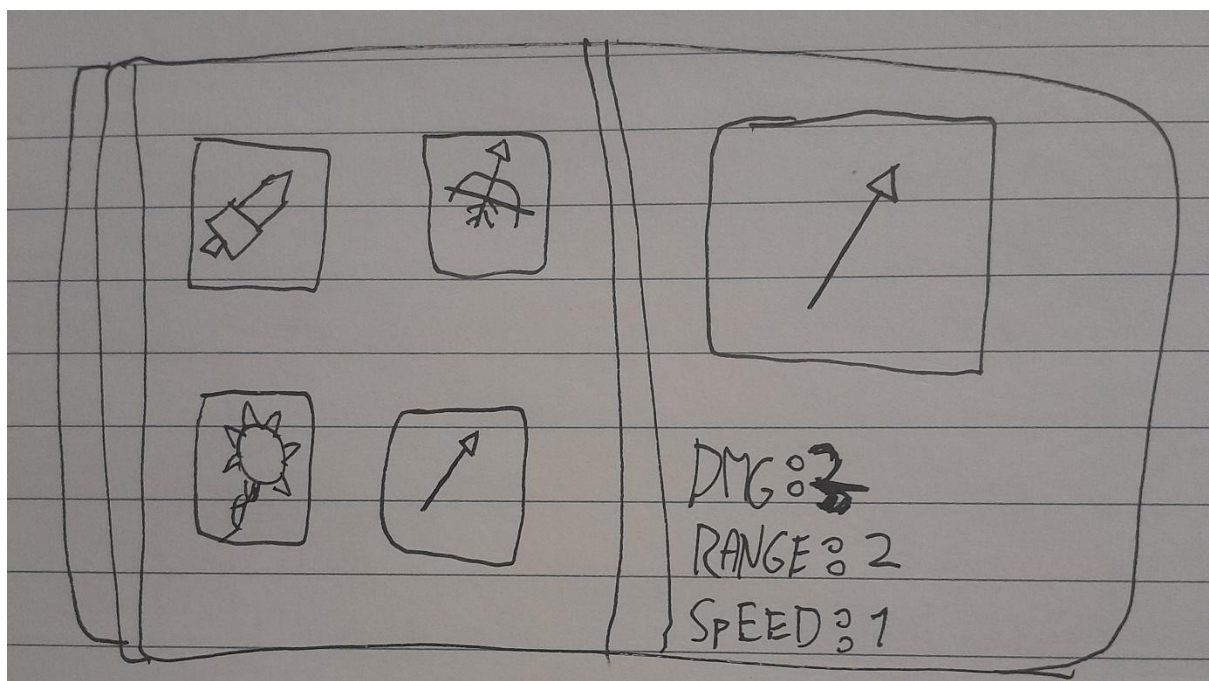
The exit will only open when one has been selected

## Enciclopedia[CB 90% JR 10%]



The encyclopaedia can show players enemies they fought before and their stats

Enemies not yet encountered will be darkened out

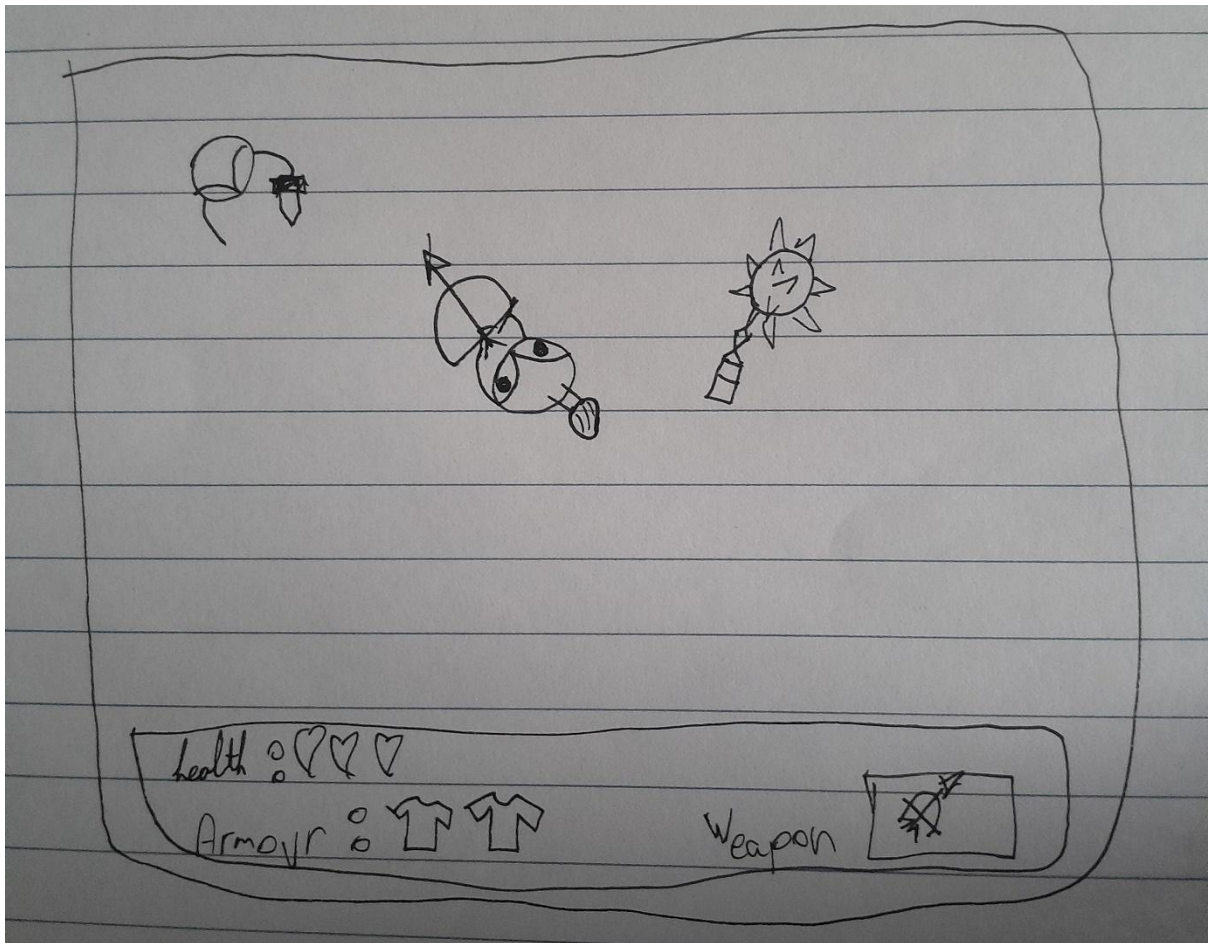


The encyclopaedia can also show weapons the player has used showing them their stats

All weapon information is revealed immediately



## Gameplay[CB 70% JR 30%]



The game takes a top down perspective

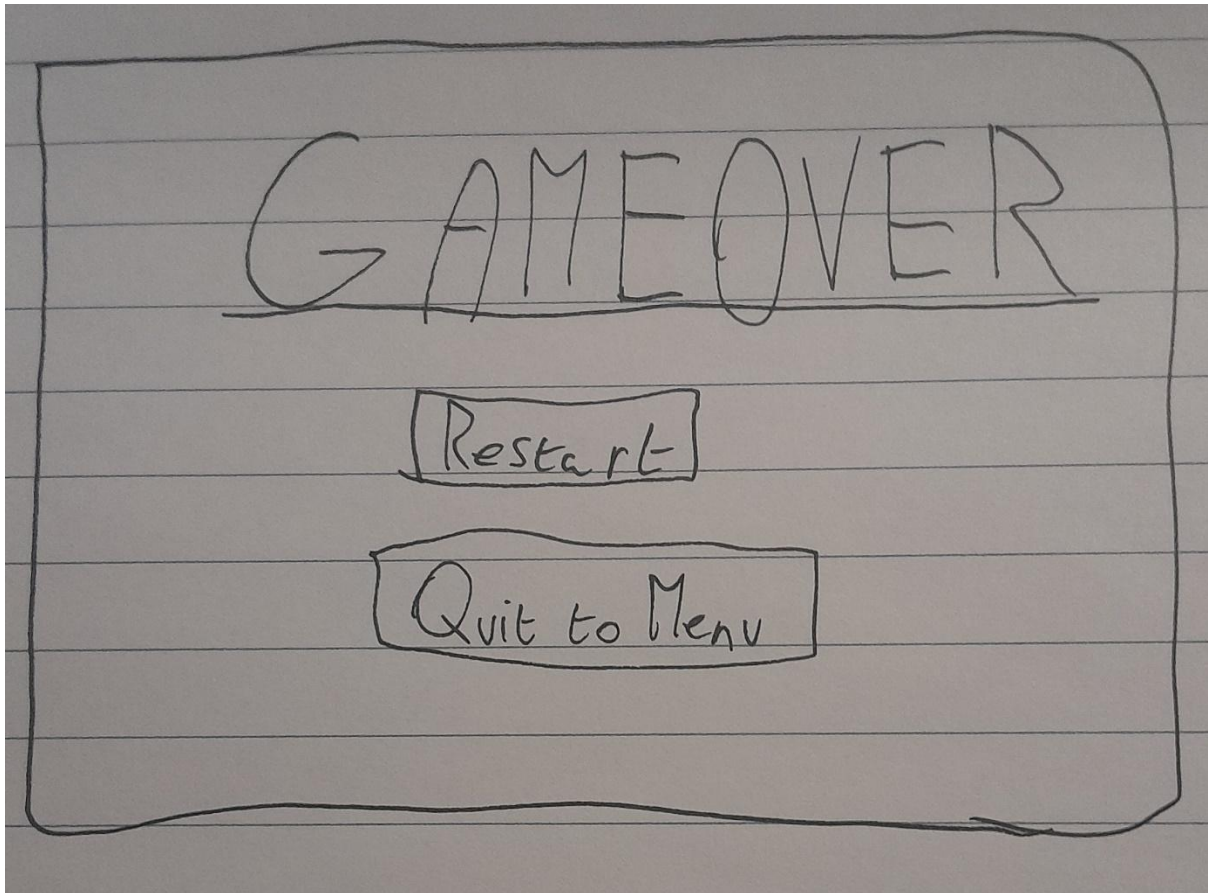
If the player gets hit by an enemy their health will be reduced

Weapons and hearts can be dropped by defeated enemies

If the player goes near a dropped weapon the pickup key will appear to entices the to pick it up

Coming into contact with a dropped heart will heal the player

## Game Over[CB 90% JR 10%]



When the player's health reaches zero they die and the screen darkens as Game Over displays on the screen

The player can choose to play again or return to the main menu



## Game System

### Combat: Weapons [JR 80%] [CB 20%]

Depending on what weapon the player is wielding, they will have different combat abilities. The weapons available are:

1. Sword
2. Bow
3. Spear
4. Mace

The Sword is a swing horizontally in front of the player. Being a great get off me tool that is effective against groups of enemies. This is the weapon you start with.

The Bow is a ranged weapon great for keeping your distance from enemies. Just don't let the enemies get too close as the bow will struggle up close.

The Spear is another melee weapon like the sword, that is a lot better at poking the enemies and pushing them back, keeping them at a distance. It stabs in a straight line in the direction the player is aiming. This weapon struggles if you get surrounded by enemies because of its linear hitbox.

The Mace is like the sword, only its slower but stronger. It also deals extra damage to armoured enemies. And has a wider hitbox than the sword swing.

All these weapons can be obtained through different ways. The first way is through the armoury. This shop shows up after every stage and you can choose to buy one of the weapons or buy some potions. The shop will be explained shortly.

### Combat: Mechanics [JR 70%] [CB 30%]

For combat mechanics, the player has three options:

The player can roll by inputting space. This roll has invincibility frames and can get the player out of scary situations like being cornered. It also gives great mobility for dodging enemy moves. This roll has a cooldown so you can't just spam it.

The second mechanic the player has is parrying. Depending on the weapon, the player can attack at incoming moves or projectiles to dismiss them or knock the enemy back. If it is a melee parry, the enemy gets knocked back a bit. If it's a projectile, the projectile despawns.

The third mechanic if the player is holding a shield, instead of rolling, the player blocks. This block is great for blocking projectiles and enemy attacks. The shield has 3 blocks before it goes on cooldown. Just be wary as if the enemy is using a mace, or is very strong, the shield will be on cooldown sooner. The shield can also be bought in the armoury, and if you don't want it, sell it back to the armoury.

## Movement [JR 100%]

The player will move with <WASD>. This will move the player in each direction. The player can also roll by pressing <SPACE>, explained above in combat mechanics.

## Armoury [JR 70%] [CB 30%]

The armoury shows up after every wave. The player goes in and spends their gold on new weapons to test out and prepare for later waves. It also has a training dummy that you can practice your moves on and test out your dps. You can also buy potions in case you need to heal. Leave the armoury and the next wave will start. Every third wave, in the armoury, you get to choose which wave you go for. These waves give the players benefits such as enemies drop more gold/enemies drop health. If you sell a weapon to the armoury, you get half the gold back. You can also buy armour that reduces damage taken. Depending on the armour, you could take less damage from bows, swords etc.

## Inventory [JR 100%]

The player can hold up to two different weapons. To change weapons, you press <shift>. If you want to get a new weapon, you must sell one of your weapons to the armoury if you have a full inventory, then buy the new weapon you want. The player can also hold up to 3 potions. These potions heal up to 30% of your current health. Press <R> to heal.

## Waves [JR 90%] [CB 10%]

The waves consist of a certain number of enemies spawning, and you must defeat them. Once all enemies are defeated, the wave ends. The enemies are somewhat randomised, with harder enemies spawning in later waves. Every third wave out of five there is a special wave, where the player chooses between two unique waves. They could consist of all enemies are archers, enemies move faster, they deal and take more damage etc. Then every fifth wave, there is a boss wave. This boss wave spawns a boss that the player must defeat to move on.

## Enemies [JR 80%] [CB 20%]

There are a variety of enemies you will go up against. After defeating these enemies, they go into the Cyclopaedia, where you can check their stats. Enemies ai work in different ways depending on the enemy. The archers will keep their distance and shoot at the player. The swordsman will charge at the player until they are in range, then try to attack. These attacks do have animations to tell if they are coming. These animations vary on enemy so keep a close eye on the enemies while fighting.

## Bosses and Boss waves [JR 90%] [CB 10%]

Bosses show up every fifth wave, explained in wave section. This fight is much more difficult than other stages. On the first boss stage you might only fight the boss, but later boss waves might summon some enemies to help the boss and make it trickier for the player. The Bosses themselves are way trickier than the normal enemies. They have more health and damage than normal enemies, and have bigger hitboxes, etc.

## Game Assets

### Audio Assets [JR 80%] [CB 20%]

- Menu Music
- Gameplay background music
- Sword swing SFX
- Bow shot SFX
- Spear thrust SFX
- Mace swing SFX
- Parry SFX
- Block SFX
- Roll SFX
- Enemy grunt SFX
- Pickup SFX
- Sell SFX
- Buy SFX
- Wave clear SFX
- Game over SFX
- Hurt SFX
- Boss incoming SFX
- Enemies spawning SFX
- Heal SFX
- Cooldown SFX
- Choose wave SFX

### Art Assets [JR 80%] [CB 20%]

- Main menu
- Colosseum map
- Armoury map
- Dummy
- Player
- Enemies
- Bosses

- Weapons
- Attack animations
- Potions
- Armour
- Gold
- Game over screen
- Armoury shop