Cheese Arena Concept

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Story

May the gruyere-some contest begin. Sharpen your cheddar for glory.

In this area of gouda gladiators, only one can become champion. Challenger take the arena, and you must be careful to avoid losing lest the enemy takes your glory, leaving it nacho glory any more...

Gameplay

- **Player chooses one of four characters (each character is a type of cheese). Each kind of cheese will have slightly different stats.**

- **The player will fight their way through three progressively stronger enemies in turn-based combat using simple menu with an attack, block, and special ability.**

- **Player damage is somewhat randomized, and players must beat all three enemies without losing all their health first to win.**

Features

Random chances – Different fight every time!

- **Chance to block and damage dealt randomized.**

Skill – Know when to make your move

- **Keep opponent's health and power in mind as you tactfully utilize your abilities**

Scenery

- **Each fight takes place in a different arena**

Code and Asset Utilization

- **Random Number Generation (Attacks, Blocking, Enemy health/size)**

- **Classes (Enemies, Player, Menu, Scenery)**

- **Asset creation (Photoshop, recorder app (sound effects))**

Elements

Visual Assets[20]

- **Characters, Menus, Sprite Animations, Backgrounds, Special Effects**

Gameplay [25]

- **Mouse inputs, menu selection, random number generation**

Advanced Features[25]

- **Balancing difficulty, ability implementation (drain over time, turn based combat), loot system**

UI/UX Features[20]

- **Progression clarity, how-to-play instructions, interactable menu**

Organization/Project Management[10]

- **Code structure and implementation, comments**