

CS583

Game Design - One Pager

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Game Name - Assignment Anarchy

Overview:

My goal is to create a top-down roguelike where the player fights off hordes of assignments. Generally, the goal would be to survive until the final boss and move on to a new stage, though for this project, I will likely limit it to a single level implementation. The player will battle through ramping waves of enemies which drop experience points. These points accumulate, allowing the player to choose between 1 of 3 random upgrades (movement speed, fire rate, etc.).

Controls:

Mouse and keyboard

Rotation: The player will be able to use the mouse to rotate their character, thus allowing them to aim at the incoming enemies.

Movement: The player will be able to use 'W', 'A', 'S', 'D' to traverse through the level and move their character in each respective direction.

Art Assets:

Assignments(enemies): Two types for simplicity, limited to the standard enemies and a boss.

Player character(student): A generic character. Needs a projectile (most likely a pencil) to shoot towards assignments.

HUD: Health tracking, XP bar, Upgrades and Boss health (when necessary).

Main menu: Generic main menu with a start and quit buttons.

Audio Assets:

BGM: Generic background music which ramps up during boss fight.

Player: Firing projectile, projectile impact, general movement, player death.

Enemies: Enemy death, paper sounds for movement.

Concerns:

Enemy/Character Designs: Outside of importing assets, I believe designing the general aesthetic of the game would be a challenge.

General Balancing: Finding the sweet spot for character movement, enemy movement, upgrades, etc. as to make the game playable but not impossible seems to be one of the bigger challenges.