CIT340-Group 3

{Rogue Bloodline}

Rogue Bloodline is a Roguelike, 2D Shooter, with light platforming elements.

Rogue Bloodline takes place in a Gothic mythical setting where the player plays as a hunter from a legendary bloodline of slayers that hunt down monsters and threats to humanity.

Rogue Bloodline puts the player on a quest where he must slay the Dire Lich to save the local town. The player is a part of hunter pact where if a hunter falls, another member, connected by blood, will take his place to complete his quest. The player starts in the “Fell Woods”, a cursed forest that changes and turns at every corner from the Lich’s curse, and after the player clears the forest, the player can progress into the “Lich’s Crypt” where they can slay the Lich and end the hunt.

This game is inspired by the action gameplay of Contra, the themes of CastleVania, and the general roguelike designs from games like Dead Cell or Binding of Isaac.

Rogue Bloodline’s main features will consist of:

* Risk/Reward balance in gameplay to push decisions from the player that impacts gameplay (Player can have many choices that alter gameplay, crossbows fire quicker and farther than a blunderbuss weapon, but the blunderbuss can hit multiple targets and is more powerful.) Also, enemies spawn more aggressively based on the amount of money the player holds, this is countered by a shop at the end of each level having powerups available for purchase
* Randomized level layout from presets to allow for dynamic gameplay (set up presets like in Binding of Isaac where similar rooms are encountered due to preset builds) //Optional
* Randomized enemy spawns in the areas of these maps (at set locations and randomized chance of certain enemies to spawn) //Done
* Each Hunter will have a randomized (or set by player) Boon and a randomized Bane (good buff and a de-buff) ex. A hunter has fire bullets but has a fear of the undead (takes extra damage from undead) //Done Partially
* Various Hunting Tools that the player can use to have an advantage in the hunt. Ex. Whip, Molotov, Cross weapon (thinking of CastleVania tools) //Optional
* Boss battle(s) that challenge the player to adapt to their attack patterns //WIP

To-Do

* All above that has not been done yet, it does not seem out of scope of what we can do so far, but it won’t be a huge game either.
* Fully implement a randomized dungeon layout for the areas. //Optional: need to speak with group//
* Bloodline system: Roguelike randomness every start //Partial
* Weapon variety: instead of having multiple tool choices for now, focus on just one useful thing the player can have //In consideration
* Sprites, animations, audio, fine detail work later on
* Finalize risk and reward details with gear and shop implementation.
* Set coroutine function as spawning enemies only when player is in the room they can spawn in. (check and spawn)

Individual Focuses:

Eric Adkins: Sprites and animations

Andrew: Programming Character and boss actions

Zayne-Williams: Programming roguelike mechanics, Enemy AI

Jon Lester: Level design and layout

Github link: <https://github.com/RyukeKitsune/CIT340-GroupProject-Group3-BackRowSwing>

Comments:

Our group seems very positive on what we can do, and productive when we can be. The Whitebox is a very simple implementation of what the base mechanics will be but needs the roguelike features added. The gameplay is supposed to be more actionlike with contra-like aspects amongst it. Personally, I can say camera itself was a pain to implement but with a plugin and some programming. UI will be basic to not overstretch any one’s goals but the minimalistic HUD for the player will be good for the actionlike gameplay. – Eric Adkins

Tasks Each person has done: (General list)

Eric Adkins: Small fixes, Main Menu, Spritework, Camera tools.

Jon Lester: Level Layout, assets for layout design.

Andrew: Player scripts and mechanics revolving around the player

Zayne Williams: All enemy scripts, Beta level design, Various small fixes.

Beta Questions:

1. How did control over the character feel? //Positive response, Double jump is considered//
2. How did the spawn of the enemies feel? //Positive response. //

Main two questions asked, also mention of controller support was in testing but will probably not be implemented.