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)
* Randomized enemy spawns in the areas of these maps (at set locations and randomized chance of certain enemies to spawn)
* 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)
* Various Hunting Tools that the player can use to have an advantage in the hunt. Ex. Whip, Molotov, Cross weapon (thinking of CastleVania tools)
* Boss battle(s) that challenge the player to adapt to their attack patterns

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>