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 “FellWoods”, 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 Castle Vania, 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
* Randomized level layout from presets to allow for dynamic gameplay
* Randomized enemy spawns in the areas of these maps
* 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

Individual Focuses:

Eric Adkins: Sprites and animations