

Four Thieves

Group Members

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Game Genre

Top Down Dungeon Crawler

- | | | |
|-------------------------------------|--------------|---|
| <input checked="" type="checkbox"/> | Action | Grid based combat_____ |
| <input checked="" type="checkbox"/> | Adventure | Dungeon Crawler_____ |
| <input type="checkbox"/> | Fighting | _____ |
| <input checked="" type="checkbox"/> | Role-Playing | Character creation and customisation_____ |
| <input type="checkbox"/> | Simulation | _____ |
| <input type="checkbox"/> | Sports | _____ |
| <input type="checkbox"/> | Strategy | _____ |
| <input type="checkbox"/> | Other | _____ |

Feature Set

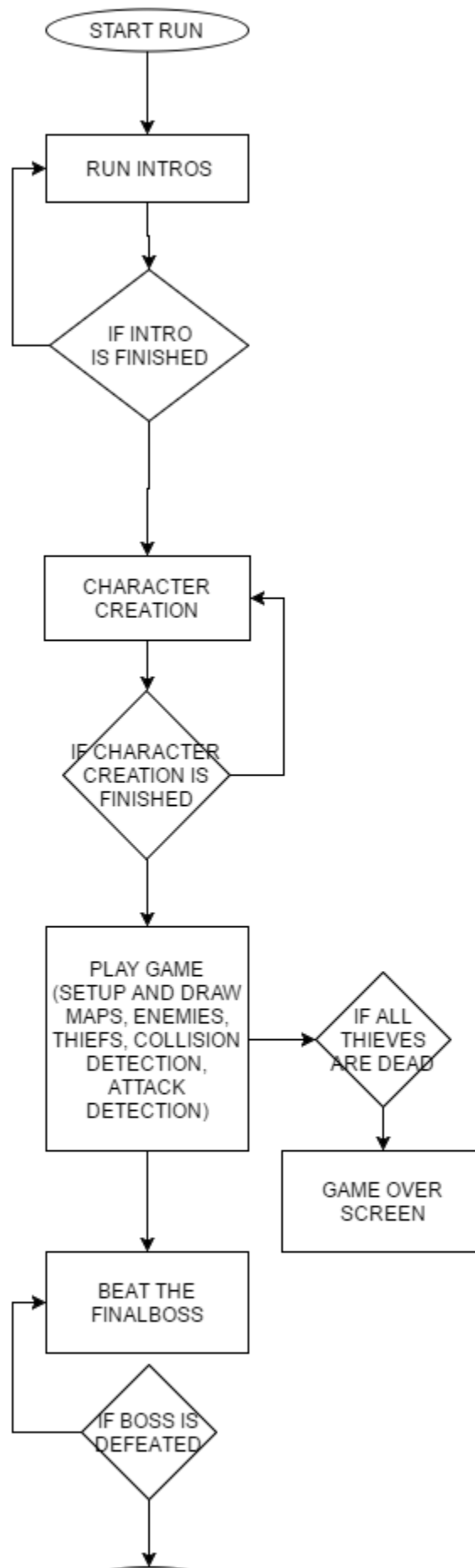
Required Features

Large Game World 12 Floor Dungeon (20x15 grid)_____

Additional Features

After character creation the player is placed on floor 1. There are 12 floors altogether with a shop appearing on floors five and ten. The eleventh floor is the boss floor where the fearsome Ragumiz appears.

Flow Diagram



Game World

Setting Overview

The game takes place in Black Hallows dungeon. This game is a top down dungeon crawler that takes place in a medieval fantasy world. This world has dungeons, monsters and magic. Everyone joins a guild when coming of age and swear loyalty to it. They become your new family. The Thieves Guild is tasked with mapping out and exploring dungeons while being allowed to keep any treasure they find. Only the elite are recruited to join these guilds.

Thematic Elements

Supposedly a legendary treasure rests at the bottom of Black Hallows dungeon. The player takes on the role of four thieves who have been tasked by the Thieves Guild to obtain this legendary treasure. So the four thieves set out on their quest to recover the legendary treasure. They will need to battle floor after floor of monsters and defeat Ragumiz who lies in wait on the final floor. They will be made into legendary thieves if they are to return with the treasure and immortalized in the guild.

Character Descriptions

The Sword Thief: This thief is equipped with a broadsword and medium armor. They can attack quickly in all adjacent tiles while dealing moderate damage.

The Shield Mage: This thief is a mage equipped with a magic shield that attacks all enemies in a 1-tile radius to deal damage.

The Bow Ranger: This archer is equipped with light armor and a bow. The bow cannot attack adjacently and can only attack two tiles away or diagonally at a moderate speed.

The Spear Warrior: This warrior is equipped with heavy armor and a spear that can attack up to two tiles away. Their attacks are powerful but slow.

Game Mechanics

<you are strongly encouraged to include relevant screenshots with descriptions>

Mechanic #1

Combat:

In Four Thieves combat is simple and quick. In order to attack the player hits the <spacebar> key. After a successful hit the enemy will fade briefly to show they received the blow. The same is true for the player's characters if they receive damage. Dealing damage lowers the enemy's healthpoints and when it is depleted they die. The same is true of the player's characters. When a player character dies they are permanently dead and cannot be revived.

All classes have a set damage, attack cooldown and range. The character's gender also has an effect on stats (i.e. female rangers deal more damage but have less armor). These can all be upgraded as the player progresses through the game with upgrades.

Mechanic #2

Instantaneous Character switching:

The main mechanic of Four Thieves is character switching. The player can switch between all four of their characters by pressing the 'q', 'w', 'e', and 'r' keys. Each of these keys correspond to the character in the order in which they were created. The player must utilize this mechanic in order to maintain the party's overall health. By using this mechanic, the player can take advantage of the different strengths of the classes as well as the enemy's weaknesses. The player cannot switch to a character that has been defeated and is forcibly switched to the next available character when they die. If all four characters die the game ends.

Mechanic #3

Upgrades:

Upgrades are bonuses the player can obtain to increase the parameters of their heroes and heal them up. Upgrades increase either damage, attack speed, armor, maximum health points or maximum mana. The player can buy these upgrades when they reach the shop by clicking on them in exchange for gold. Gold is dropped whenever an enemy is killed.

Mechanic #4

Enemy Variation:

The game features four different types of enemies with differing stats. The first is the goblin who are the basic enemies. They deal moderate

damage, attack moderately slow and move moderately fast. Next we have the demon who are skirmishers. They attack and move quickly but deal little damage. Next are the rats who deal moderate damage, move slower and attack moderately fast while also being ranged. Lastly we have the floating eyes who deal massive damage but attack and move very slowly.

Mechanic #5

Monster Book:

Once a monster has been defeated they appear in the monster book in the bottom left. The player can sift through this book to see all the unique enemies they have defeated on their exploration

Elements of Fun

Fantasy:

Four Thieves takes place in a fictional world vastly different from our own. There are monsters that roam the world and dungeons, magic spells and equipment, a sense of adventure, and guilds that people must join.

Challenge:

The player must carefully navigate through the dungeon floors while defeating enemies and gradually growing stronger as they progress. Losing even a single party member can seriously damage your chances of victory. Rushing through without thinking is incredibly risky and the player will not make it through unscathed.

Discovery:

Each floor of the dungeon is uniquely designed with varying enemy placements. The player never knows what each floor may hold or what comes next. Arriving at a new floor evokes a sense of exploration. The player never knows what to expect next whether it be a new type of enemy or boss.

Expression:

Four Thieves features a character creation where the player can create four custom characters. Along with their primary class, the player is able to

choose each character's secondary class and sex. The player can create a different party each time they play to create a team that suits their playstyle.

Submission:

As long as the player maintains the health of their characters they can explore the dungeon as long as they want. When returning to a previous floor all the enemies respawn so the player never has to worry about running out of targets. The player created all four unique thieves and therefore represent the player's creativity so the player will feel inclined to protect all of them and beat the dungeon together.

Instruction Manual

After the player initializes the game the intro sequence begins. Once it is finished the title screen appears. This screen shows the thieves approaching the dungeon entrance and where the game's title is displayed. The game will prompt the player to click the game window. In order to proceed to the game, the player must click the left mouse button anywhere in the window.

Once the button has been pressed the player enters the character creation screen. In this screen the player must create four characters. The player is not limited in their choices. To create a character, the player must first select a primary class by clicking the appropriate icon for each class with the left mouse button. Then a secondary must be chosen by clicking one of the icons in the row underneath. After both primary and secondary classes have been chosen the player can then choose sex by clicking on the blue and purple square at the bottom right of the screen. Whichever symbol is currently displayed will be the sex of the character. The default position is 'M' for male and 'F' for female. After the player has chosen the sex they click on the "Create Next" button to finalize the character. The player must then repeat the process three more times until four characters have been created. Once all four characters have been created the player

can now click on the "Finish Creation" and will be placed on the first floor of the dungeon.

To control the characters the player must use the arrow keys to move, q,w,e, and r to switch between the first, second, third and fourth thief respectively. The player attacks with 'z' and uses secondary equipment with 'x'. The monster book pages can be turned left and right with the 'n' and 'm' keys respectively.

To proceed to the next floor of the dungeon the player must reach the stairs leadings downwards. The player will then be moved to the next floor and is able to return to the previous floor by stepping on the stairs leading upwards. On the fifth and tenth floors the player gains access to the shop where they can buy upgrades. The can buy these upgrades by placing their mouse over the desired upgrade then pressing the 'spacebar'.

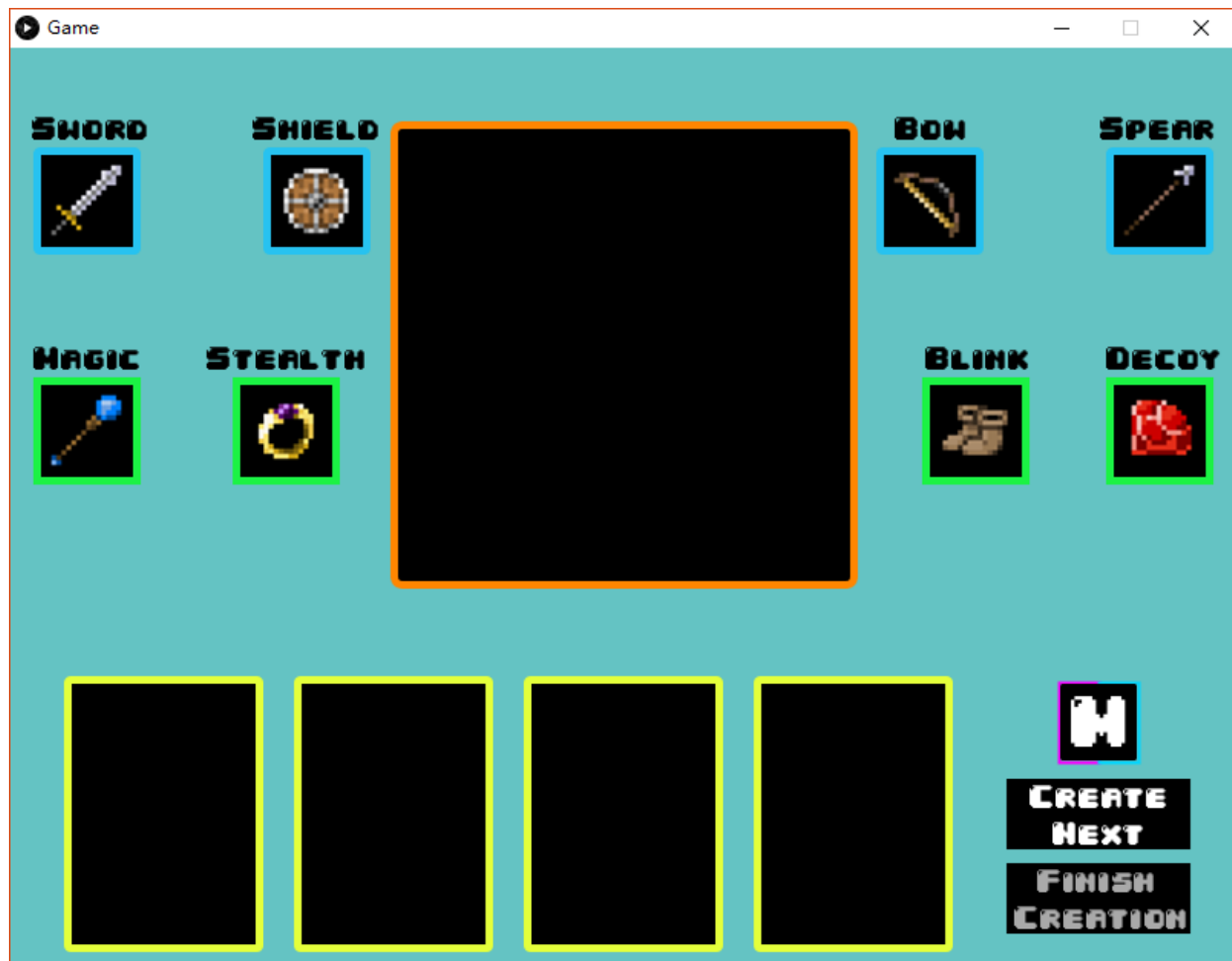
On the eleventh floor the boss of Black Hallows Dungeon, Ragumiz appears. If the player is able to defeat him they obtain a chest and the game ends.

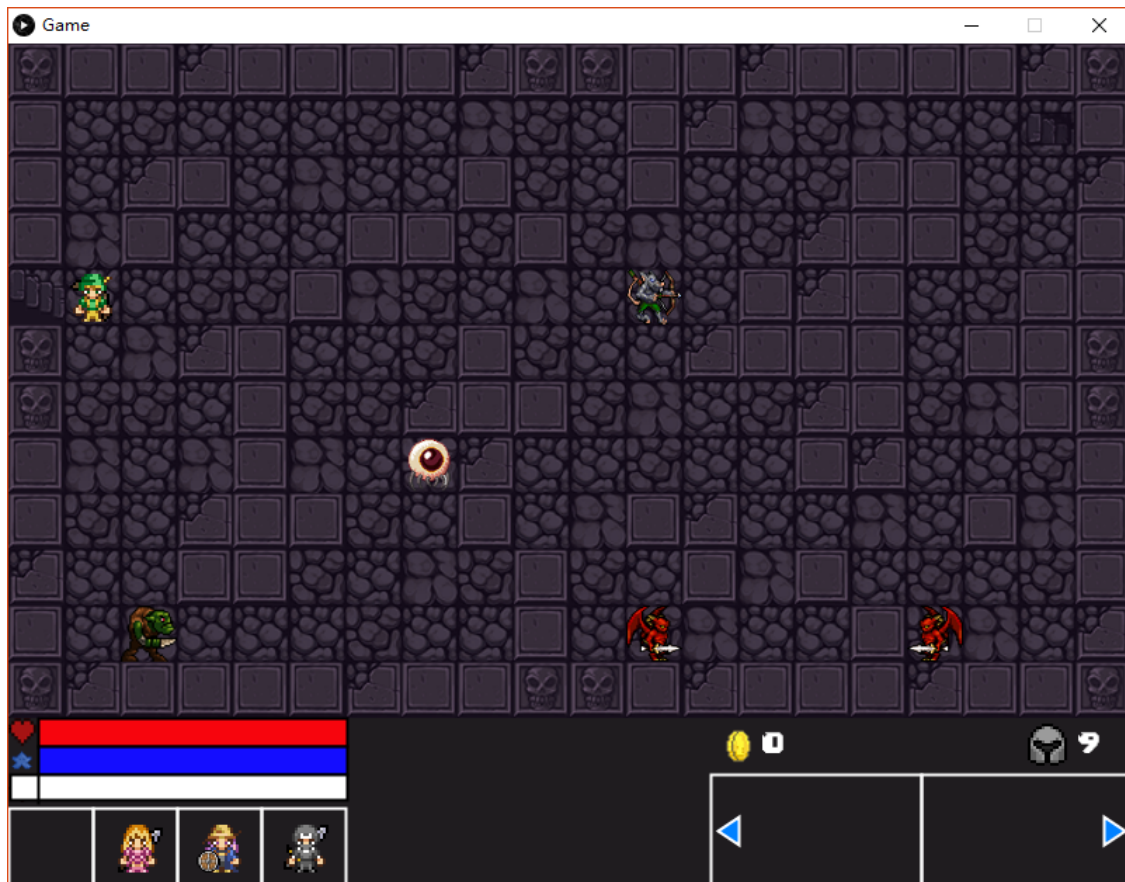
Playtesting Results

After being playtested by a couple of our close mates we learned a couple of things about our game. The initial impression of our game was positive as they enjoyed the aesthetic of the characters and flashy title screen. One person suggested that the title screen feature different characters.

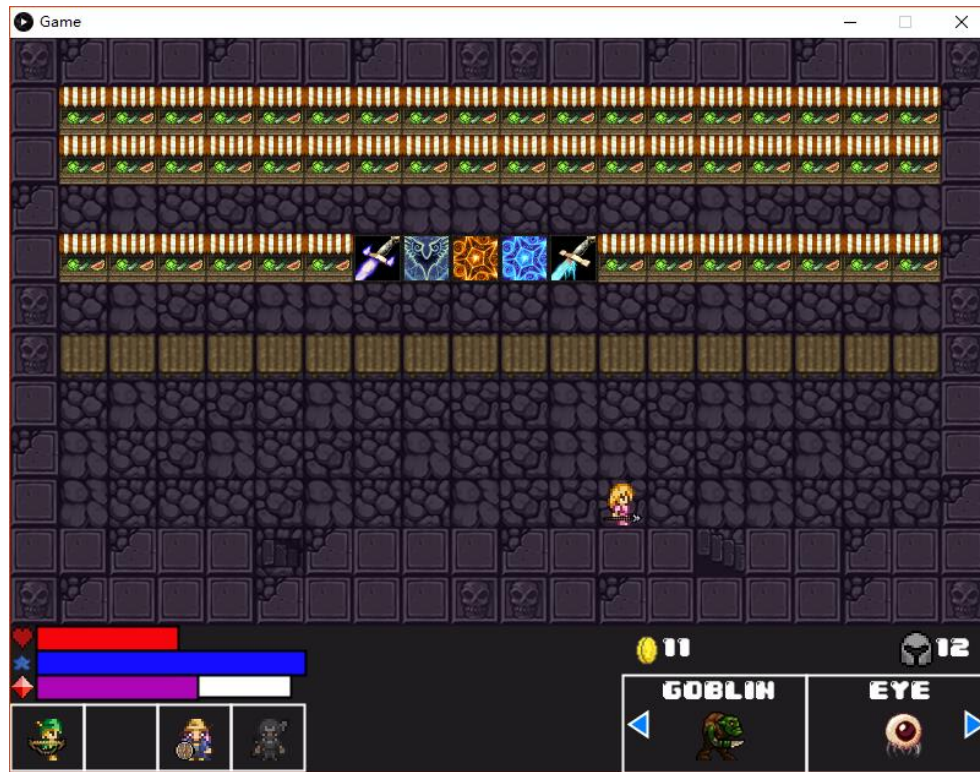
All the playtesters enjoyed the character creation and one of them liked that they were able to choose the character's sex which led to different stats. After entering the dungeon most tested out their attacks. They tried to attack with their different characters but were confused as sometimes their attacks connected and sometimes not. We needed to explain to them how the different classes behaved and we were told how that wasn't very clear to them. We were too close to the deadline to change this however we did take note of this for next time. Once they learned how the different classes behaved their enjoyment of the game increased. Some developed strategies to defeat the enemies while others just relied on the spear warrior to slowly conquer everything. We decided to adjust the spear warrior after seeing how they were slightly overpowered. One playtester asked why there were no treasure chests in the game and we explained how we could not implement them. A few playtesters thought that the monster book was a great addition but also wished it had more details in it.

Screenshot / Map Appendix









Post-Mortem Analysis

The original plans for our game were very different from our final product. At first we decided to have every single weapon and enemy have specific strengths and weaknesses when interacting with each other. This turned out to be more difficult and time consuming than we have originally thought and decided to abandon it and would only return if we managed to complete everything else. Another major feature we never implemented were doors. Originally we planned to have the stairs of each floor blocked by doors that would only open once the player defeated every enemy on the floor. We realized this would make the game take longer and also become more difficult as getting to the end would then become very tedious. We also planned to have chests, collectibles and keys scattered around the dungeon to fuel more exploration. We unfortunately did not have the time to properly implement these so they were discarded. Another feature that we decided against was fog of war. We thought having fog of war would have the game more immersive and require more thinking but after trying many different ways to get it to work we

ultimately postponed it as we could not get it to work how we wanted it to. Due to how the intro sequence was coded we were unable to have four different thieves appear and only had our sword thief copied for times. We believed the title screen would have looked better this way but we found no solution to our problem other than remake it from scratch which was not worth the time.

We were able to create a character creation system we were happy with and comfortable with the amount of options the player had. We were very happy with the aesthetics of our characters as well. We are comfortable with the enemy variety but would not be opposed to adding more in the future.

We wished to add sound effects to the player's attacks but were unable to do so due to our time constraints.

Milestone Calendar

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
Week 5 Tutorial 4 of 10	29	30	31	1	2	3 Meet to create the proposal	4 Project Proposal
Week 6 Tutorial 5 of 10	5	6	7	8	9	10	11
Week 7 Tutorial 6 of 10	12 Meet to start Game Title Screen	13	14	15 Work on Game Sprites and title	16	17 Finish Game Title Screen	18 Game Title Screen
Week 8 Winter Break	19	20	21	22	23	24	25
Week 9 Tutorial 7 of 10	26	27 Start Game Prototype	28	1	2	3 Work on level and map design	4
Week 10 Tutorial 8 of 10	5 Work on map design and characters	6	7	8 Add in combat and fighting situation	9	10 Refine and work on main concepts	11 Game Prototype
Week 11 Tutorial 9 of 10	12 Work on combat and characters	13	14 Work on adding new maps	15	16	17	18 Work on dialogue and chat
Week 12 Tutorial 10 of 10	19 Work on story and minor elements	20	21	22	23 Work on finishing the game	24 Work on the final product of the game	25 Final Product
Week 13 Project Demos	26	27	28	29	30	31	1
Week 14 Project Demos	2	3	4	5	6	7	8