GAM400/450 Project Brief - Dungeon And Legend(D&L)

by Team SW

Game/Project Summary:

2.5D side view Roguelike combat game. Real-Time Cooldown-based Dungeon Looter with character growth and crafting.

Game/Project Description:

Players can choose their first main character and grow him through the dungeon. The character can get exp., items, gems by exploring the dungeon. But, if the character dies during exploring the dungeon, that character no more explore and items which he equipped are also disappeared.

Team Members:

Name	Primary Role	Secondary Role	Tertiary Role
Wonjae Jung	Graphics Programmer	Character System Design	VFX Programming
Seonghak Kim	Database Programmer	Combat System Design	Level Design

System Survey / Project Plan:

System	Owner	Duration	Start Date	Due Date
UI system/ Character Generator	Wonjae Jung	1W	2019.11.09 (W10)	2019.11.15 (W11)

Item Crafting and Modification System / Store System	Wonjae Jung	1W	2019.11.15 (W11)	2019.11.22 (W12)
Item Icons UI and adapting item Attributes / Fix bugs	Wonjae Jung	1W	2019.11.22 (W12)	2019.11.29 (W13)
Character and Item Balancing / Simple VFX	Wonjae Jung	1W	2019.11.29 (W13)	2019.12.06 (W14)
Combat with two or more enemies / Sound Manager	Seonghak Kim	1W	W10	W11
Adjust skills depending on characters / Create more stages	Seonghak Kim	1W	W11	W12
Skill particle system / Balancing by playtesting	Seonghak Kim	2W	W12	W14
Android Installer	Seonghak Kim	1D	W14	W14

Content Survey / Project Plan:

Content	Owner	Duration	Start Date	Due Date
Background	Wonaje Jung	1W	2019.11.09 (W10)	2019.11.15 (W11)
Item Crafting	Wonaje Jung	1W	2019.11.15 (W11)	2019.11.22 (W12)
Multiple Character	Wonaje Jung	1W	2019.11.22 (W12)	2019.11.29 (W13)
Store	Wonaje Jung	1W	2019.11.29 (W13)	2019.12.06 (W14)
Combat UI	Seonghak Kim	3D	W10	W11

Particle materials	Seonghak Kim	2D	W13	W14

Items

Probability in the reward

Normal - 50%

Rare   - 40%

Epic   - 10%

Legendary - 1%

WEAPON	Normal	Rare (+2)	Epic (+3)	Legendary (+4)
Axe	Damage +3 Speed +1	Damage +5 Speed +3	Damage +8 Speed +6	Damage +12 Speed +10
Dagger	Damage +1 Speed +3			
Sword	Damage +2 Speed + 2			

Armor	Normal	Rare (+2)	Epic (+3)	Legendary (+4)
Chests	Armor + 2 HP +2	Armor + 4 HP + 4	Armor + 7 HP + 7	Armor + 11 HP + 11
Shields	Armor +3 HP + 1			
Helmets	Armor +1 HP + 3			

Accessory	Normal	Rare (+2)	Epic (+3)	Legendary (+4)
Necklace	Mana +2 Armor +1	Mana +4 Armor +3	Mana +7 Armor +6	Mana +11 Armor +10
Earring	Mana +2 Speed +1			
Ring	Mana +2 Damage +1			

Stages

We only have three stages. And stages will have several dungeons. The player cannot get rewards until the player finishing the stage. But character can be recovered when he finish each dungeon.

In stage 1, just only one enemy will appear. And it has 2 dungeons. This is for growing up, collecting items, and golds. But the item's quality will be low level.

And stage 2, it has two enemies and 2 dungeons. This stage will give the player better rewards than stage 1. But it also raises the chance of death.

Stage 3, it is our last stage. Thus, at first, it is very hard to clear. But player clear stage 1 or 2 again and again, the stage will be cleared. It has 3 dungeons. First dungeon has 3 enemies, the second one has 4, and the third dungeon has 5 enemies. This stage will give the best rewards to the player. If the player clears this stage, the player can grow other characters easily.

As I mentioned before, our game is rouge-like. Stages are not blocked. If the player enters the stage without enough growth, the character will be dead and lose all equipped items.

Skills

Warrior
- Attack (100% Damage)
- Combo Attack (Total 360% Damage)
- Self Heal (pending)

Archer
- Attack (100% Damage)
- Multi Shot (50% Damage to each enemy)
- Self Heal (pending)

Wizard
- Fireball (100% Damage)
- Thunder Bolt (pending)
- Self Heal (pending)