My plan is to create an enemy avoidance game with a focus on pathfinding. Gameplay will involve the player avoiding enemies while damaging/killing them with various weapons. Money earned from killing enemies can be used to upgrade health/damage/defence and to buy different weapons. Pretty basic stuff so far as gameplay goes.

My main focus will be on enemy movement AI. I’m trying to make the enemies plot paths around walls and avoid colliding with each other. If time permits, I’d also like to try to make them predict the player’s movement.

Things to code for gameplay include weapons and a shop. I’d also like to create some pre-made maps to play on as well as a sandbox environment for the player that lets him/her create a map. Automating enemy spawns and having them become faster/stronger with time so there’s some sort of level progression also seems important, though I doubt I’ll be able to create something truly balanced.

Lastly, there the general framework for playing the game. Buttons, an HP display, a help screen, etc. Most of this stuff is going to be in a menu at the side of the screen. Things like the shop and help screen will appear over the game screen since they need more space, and they will of course pause the game while open. The map creation buttons will also be disabled once the game starts for obvious reasons. Letting the player change maps between levels also seems like a good idea. I think the penalty for dying will just revert the player’s stats/weapons/money to what it was prior to the level’s start. There would also be reset buttons for the level and the entire game.