<Project Ile>

<Team 4>

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Special thanks to Alec Markarian

Otherwise this would not have happened

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# Overview

## Theme / Setting / Genre

- Top-down arena fighting game with shooting mechanics

## Core Gameplay Mechanics Brief

- Battle takes place in rounds. The first player to win two rounds by reducing the opponent’s health to zero wins.

- Combat gameplay: Players move with tank controls and fire projectiles to attack. Projectiles can be charged to become stronger.

- Pickup items spawn during gameplay and can power up the characters.

- Portals appear in combat and can be used to teleport characters and projectiles.

## Targeted platforms

- Windows

## Project Scope

- <Game Time Scale>

- Time Scale: Two semesters

- <Team Size>

- <Core Team>

- Team Member name?

- What does he/she do?

- <Cost to employ them full time or part time>

- etc.

(List as many core team members as you need to)

## Influences (Brief)

### - Super Smash Bros.

- Fast-paced arena-style combat game with a fun concept and an eclectic cast of characters

### - Towerfall

- Projectile-based arena combat game

### - Portal

- A teleportation system that affects the way players engage with the game environment.

### - Sayonara Wild Hearts

- Vibrant, neon visual style

## The elevator Pitch

Imagine a vibrant, chaotic frenzy as an eclectic cast of heroes and villains from across time and space do battle in a whirlwind of space-warping, reality-bending environments.

## Project Description (Brief):

This project is a PC based 2D ranged fighting/shooting game. The game will be vibrant and fast-paced with two obstacle-ridden stages and a cast of original characters based on certain archetypes.

## Project Description (Detailed)

The project is a 2D top-down shooting game. Each match is made up of three rounds that pit two players against one another. The game flow will be designed as a head-to-head duel style fighting game. Each round will end at the end of a timer or death of a player.

The game will be fast-paced, with a slightly chaotic feel to keep the players attention at all times. This will be accomplished first with a diverse lineup of characters each with their own individual stats, a normal shot, charged shot and a signature special shot.

Secondly, there will be two initial stages to the game which correspond with two of the original characters backgrounds. Each stage will have it’s own obstacles. There will also be a game-wide portal mechanic at play in each stage to instantly teleport any player that interacts with it.

The art design will focus on a brighter or neon colour template. It gives the project a high energy, sci-fi atmosphere that work well with the story and intended playstyle. This will also continue to capture attention as well as easily be a visual aid for the player.

# What sets this project apart?

- Long-range-focused competitive combat

- The ability to engage in combat through portals enhances potential strategy and player engagement

- A unique and varied roster of characters that can be pit against each other for exciting never-before-seen combat options

## Core Gameplay Mechanics (Detailed)

### - Attack

- <Details>

The normal shot, used by pressing the attack button, is a simple projectile which is mechanically similar for each character. Players may hold the attack button to charge a charge shot, which is a larger and more powerful attack.

- <How it works>

Normal shots have different parameters for each character, including speed, range, and power. Charge shots have a shorter range than normal shots. Each character also has a special move with a unique effect for each character. After being used, special attacks must cool down before being used again.

### - Stages

- <Details>

/Describe in 2 Paragraphs or less/

- <How it works>

/Describe in 2 Paragraphs or less/

### - Portals

- <Details>

Each stage will have portals. Repetitive, consistent instances of portals in one stage and random occurrences in the other stage. When a portal is spawned, a player may make direct contact with it in order to be instantly placed in a new location on the map, allowing for aggressive or evasive maneuvering.

- <How it works>

Portal Class - has a spawn timer, and set spawn and destination coordinates. Upon collision with player, relocates with player to destination by sending the player its destination for it's new transform.

Portal Class (Child, random spawn) - Utilizes a random number generating method for its spawn and destination coordinates. Before moving, checks for any colliders of obstacles or the other player in destination coordinates with a set radius for safe transportation of the player.

### - Items

- <Details>

Special Energy Pack - grants a use of the players special attack regardless of how long ago the last use was.

- <How it works>

The item has a 50% chance to spawn every 15 seconds at a random location. Upon contact, the item is destroyed but sets the colliding player’s special attack cooldown to 0.

- <Details>

Health Pack - replenishes 30% health to any player that touches it.

- <How it works>

The health pack will restore health on contact and be destroyed. It spawns once every 15 seconds. The item has no effect on players at full health.

- <Details>

Damage Boost Pack- Increases damage output of all attacks from a player by 30%

- <How it works>

On collision multiplies all damage stats of a character for three seconds.

# 

# Story and Gameplay

## Story (Brief)

The gods, to settle a dispute, summon heroes from across time and space to fight as their champions.

## Gameplay (Brief)

Players can move around with tank controls and attack with projectiles. Reducing the opponent’s health to zero causes you to win the round.

## Gameplay (Detailed)

Move around the stage with tank controls (WASD). Press Space to fire a projectile. Hold the space bar to charge the charged projectile. Charge time, power, projectile range, and projectile speed vary by character.Press M to use your character’s special move. The move and cooldown vary by character. Characters may travel or shoot attacks through portals.

# Assets Needed

## - 2D

- Sprites for characters

- Sprites for environments

## - Sound

- Sound effects for characters

- Background music

## - Code

- Character control script

- Script for environments, projectiles, portals

- AI Control

# Schedule

### - <Object #1>

- Time Scale

- Milestone 1

- Milestone 2

- Etc.

### - <Object #2>

- Time Scale

- Milestone 1

- Milestone 2

- Etc.

### - <Object #3>

- Time Scale

- Milestone 1

- Milestone 2

- Etc.

### - <Object #4>

- Time Scale

- Milestone 1

- Milestone 2

- Etc.