Group 8

George Abouseta, Bassel Hasan, Guransh Mangat, Liam Miller, Yi Han Wei

**PROJECT PROPOSAL: ADVENTURE GAME, DEMO 2: “ASCENSION”**

“Ascension” is an RPG adventure game based on “Slay the Spire” where the player controls an avatar to ascend 3 uniquely themed towers, battling enemies using a deck of cards that can damage, heal, block and more.

**How the battle system works:**

Each combatant begins the game with a deck unique to them. Each deck is a combination of the 8 cards we currently have, though future versions will contain 25 unique cards. At the start of each turn, the player draws 5 cards from said deck to their hand to be played.

Each card can have any combination of these effects:

* Deal “x” damage to a combatant
* Increase a combatant’s block by “x” (Combatant takes “x” less damage from attacks until their next turn, before their block refreshes back to 0)
* Heal a combatant by “x”

Some more effects that will be implemented in Demo 3:

* Give a combatant “x” strength (Their attacks deal “x” more damage for the remainder of the battle)
* Give a combatant “x” weak (Their attacks deal “x” less damage for the remainder of the battle)

All cards require energy to be played. Each combatant has a maximum energy value, that gets refreshed to full at the start of each turn. For example, if a player’s maximum energy is 3, they can choose to play 3 cards with energy cost 1, or 1 card with energy cost 1 and 1 card with energy cost 2, etc.

After a card is played, it is moved to the respective combatant’s discard pile. If at any point in the game, a combatant attempts to draw a card from their deck and finds their draw deck empty, their discard pile is then shuffled back into their draw pile.

The battle ends when a combatant’s health is reduced to 0 or less. If the player is the victor, they get the option the add up to 3 cards from their enemy’s deck to their own, allowing the player to increase their overall power level and playing options as they traverse the tower. After that, they can move on to the next battle in the tower. Their remaining health is not refreshed however, adding a layer of difficulty as the player ascends the tower.

\_\_\_

Each tower will consist of 3 floors, each with 2 unique enemy encounters, the last of which, being a much more powerful boss enemy. As of demo 2, there is only 1 tower for the player to ascend, with only 1 floor containing 2 regular enemies and 1 boss enemy. In future versions, we intend for the player to initially be able to select one of 2 towers, an ice themed tower with ice themed enemies, and a fire themed tower with fire themed enemies. After conquering each tower (in whatever order the player chooses), they obtain a key. When the player has both keys, they can enter a 3rd and final tower, with the greatest difficulty. After finally subduing the final boss of this tower, the player would have officially won the game!