

Software Project: Phaser Game GDD

My game, which I have named “Elemental”, will be a 2D game where the main character will travel through different levels destroying skeletal/undead character sprites.

At the end of the levels, the player will be presented with a sword, which will then display the “Thanks for Playing!” message.

The player will also have a small health bar, which will reduce every time the player is hit by an enemy.

If the health bar is reduced to 0, the game will end with the message “Game Over”. There will then be a prompt asking the user to try again.

As the player travels through each level, they will find small items on each level, which will provide a type of “power-up”, depending on what item will be picked up, e.g. a shield icon to reduce incoming damage from the enemies.

There will be three main levels, and then the final area where the sword will be.

In terms of combat, the player will be able to throw balls of fire at the enemies. Depending on which level the player is on, the fire will do a certain amount of damage to the enemies.

The three main levels will increase in difficulty as the player moves through them. The enemies will have higher amounts of HP (Hit Points) within each level. These enemies will also home in on the player once the player is in their line/cone of sight.

The level design will be a desert-like wasteland, with hints of dead trees or rocks placed randomly. The player must defeat all the monsters in each level in order to progress to the next stage.

[See concept images below]

Concept Art:

Player and Enemy

