**Peter Woodsum**

**Project 2 - Proposal**

**App Idea Statement:**

This app is a game that brings a simple action rpg (or action adventure) system to a mobile device. Anyone looking to quickly get into a game for the iphone can pick up this game to explore a world and defeat monsters.

**Working Titles:**

-Eternal Darkness

**Full Feature List:**

-Player avatar

-2d/top down

-Control movement of your avatar with virtual joy stick.

-Control actions/attacks with buttons/joystick on opposite side of screen.

-Menu screen with...

-New Game

-Continue Game

-Controls/Information

-Options

-A world to explore

-Set size/set areas

-Randomized area/procedurally generated?

-Music/Sound Effects

-Becomes more difficult the further from the start

-?? Some sort of system where the level pushes back against your progress

-Character advancement through a talent tree

-Some sort of checkpoint throughout level

-Ability to save game data, continue from previous save, start new game

-Different enemies with different ai

-Obstacles in the level?

-Some sort of light effects through updating screen pixels (or other visual effects)

-map/mini-map to keep track of what is explored

-some sort of survival game instead?

-themed splash screen

**Filtered/Necessary Features:**

-2d/top down

-Player avatar with movement/basic attack controls

-Virtual analog sticks

-A set/static world

-One type of enemy with simple AI to defeat with some sort of difficulty scaling

-Limited player character advancement

-Saving ability to store location and character advancement

-Background music/sound effects

-Menu screen with...

-New Game

-Continue Game

-Controls/Information

**Apple's Mantra:**

-A mobile action rpg with virtual analog sticks for control a player avatar

-Seamless saving of game data and progress

-Intuitive menu screen that fits the theme

-All controls and buttons are easy to use on iphone and ipad

**Competition:**

- **Eternium** - Indi action rpg with detailed vector graphics. Detailed environment and loot/progression systems. Large preset world with unique “tap to move” and “swipe to cast” mechanics. Can be played online or offline. I like the need to draw a sign to cast a spell.

- **Guild of Heroes** – Action rpg with stylized vector graphics. Deep spell system with unique bosses and some multiplayer mechanics. Has a set default world with different levels to choose from. Has an auto play feature which shows that it is truly and “button mashing” hack and slash game.

- **Avadon: The Black Fortress** - Large action adventure game with set world. Character management with items/equipment, attributes and skill trees. Very in depth in terms of the world, items and story with old school style graphics.

- **(Android) Zenonia 4** – An action rpg with great stylized graphics. Has in depth armor/item and other rpg systems. Fight through different difficulty levels of set levels.

**Other:**

* Overall, having a randomly generated world could set this app apart from the usual market of action RPG’s. Tap on the screen where do an action or use virtual UI in the corner of the screen.