<Your Game Name Here>

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Special thanks to Galal Hassan

Otherwise this would not have happened

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# Overview

## Theme / Setting / Genre

- High Fantasy Castle with dungeons and other areas

- Metroidvania style game

## Core Gameplay Mechanics Brief

- Inherent platforming challenges in area design

- Enemies with predictable patterns to add additional challenge to areas

- find Powerups to progress to previously unreachable areas

## Targeted platforms

- Pc

## Monetization model (Brief/Document)

* Game is free as a sample to advertise game engine

## Project Scope

- Game Time Scale

- $0

- 10 weeks

- Team Size

- Core Team

- Ted

- Programming/asset management

- no pay

- Nic

- Programming/asset management

- no pay

- Brandon

- Programming/asset management

- no pay

- Supervisor

- Galal Hassan

- Assess overall engine

## Influences (Brief)

### - Super Mario Bros.

- Video Game

- Classic influence on platforming history. Highly regarded as successful.

### - Metroid

- Video Game

- Another example of classic platforming. Includes more depth than Super Mario Bros., including but not limited to: significant exploration, goal oriented back tracking, and permanent upgrades.

### - Dungeons and Dragons

- Game

- Extremely successful fantasy world building that has influenced our setting

## The elevator Pitch

The metroidvania genre is an extremely popular market with many successful releases, our take on the genre is a new and innovative twist on the classics.

## Project Description (Brief):

A high fantasy take on the metroidvania genre that incorporates influences from various successful properties. A focus on tight combat mechanics and platforming as well as well thought out and multiuse powerups that not only unlock areas but allow emergent gameplay possibilities will encourage player exploration and replayability.

# What sets this project apart?

- Companies are pushing complicated and detailed game systems, but we’re aiming to cater to the simplicity of classic enjoyment

- A new theme allows for a fresh take on a classic genre that is still growing with new hits today

- a focus on movement fluidity will instantly engage the player and a well-designed world will encourage further exploration

## Core Gameplay Mechanics (Detailed)

### - Platforming

- Traverse through generated environments to the best of your ability given the situation presented. The player must jump, climb, swim, and fight their way to the goal all the while gaining new ability and insight into the mysteries of their past.

### - Enemies/Hazards

- Varying enemies and hazards will challenge the players. Some static, some dynamic, and some that are just plain unfair. Some enemies you may come to recognize the more you play, but don’t be surprised if they act differently from time to time!

### - Power Ups

- Temporary and permanent power ups are available. Those retained will give you an advantage against your opponent in the long run as well as allowing access to previously unreachable areas.

### 

# Story and Gameplay

## Story (Brief)

Player awakens in abandoned castle with no memories and explores to understand what has happened.

## Story (Detailed)

As the player progresses they will find clues to their past and meet NPCS who will tell them about their history as the evil overlord. Regain your previous powers and get revenge against the one who overthrew you but now you are the hero.

## Gameplay (Brief)

Explore and fight enemies to gain abilities to further explore

## Gameplay (Detailed)

Regain your previous powers and fight new and stronger bosses that allow further exploration

# Assets Needed

## - 2D

- Textures

- Character Textures

* Enemies
  + Static
  + Dynamic
  + Boss(es)

- Item Textures

* Weapon(s)
* Power Ups
* Resources

- UI Textures

* Main menu background
* Button
* Menu

- Environment Textures

* Platform (S,M,L)
* Wall(s)
* Back/foreground art
* Environment hazards

## 

## - Sound

- Sound List (Ambient)

- Main menu

- Easy race

- Normal race

- Hard race

- Boss fight

- Sound List (Player)

- Character Movement Sound List

- Walk/run

- Jump

- Attack(s)

- Character Hit / Collision Sound list

- Miss

- Hit

- Critical strike

- Character on Injured / Death sound list

- Landing/falling

- Damaged

- Death

## - Code

- Character Scripts (Player Pawn/Player Controller)

- Ambient Scripts (Runs in the background)

- update animations of background objects

- NPC Scripts

- shopkeeper

- story delivery

## - Animation

- Environment Animations

- torches burning

- water moving

- Character Animations

- Player

- walk

- jump

- attack

- idle

- take damage

- gain power up

- NPC

- talk

- walk

- idle

# Schedule

### - pre Alpha

- 1-2 weeks

- character moving

- physics

- hit detection

### - Alpha

- 3 weeks

- map loading

- power up pickup

- enemy designs

### - Beta

- 3 weeks

- maps created

- Trigger system for story and bosses

- sub screen for map

- Saving feature

### - Release

- 3 weeks

- Story NPC triggers

- Game start and end screens

- polish