Game Development Project JKM

2D Game Project

Languages: Java, Scripting

Genre: ?

Platform: ?

Suggestions:

1. Dungeon Escape with Cooperative elements
2. Dungeon Escape Game with a Competitive twist. Fight monsters and other players, be the one to escape first

Elements

* Chance to crit with melee but not with ranged.
* Start with melee but can find bow, unlimited ammo with bow but requires charge up time(pull back drawstring)
* Use A\* for enemy pathfinding. Enemy detection is based on distance between player and enemy. Player emits message to change enemy to attack behaviour.
* Add dodging and create original game art assets\
* Have to clear room by room with loot (better weapons/equipment) spawning after each room. Can’t exit until room is cleared but other players can still enter and become trapped as well.