CART 253 Final Project Design Document - Wizard Vs. Killer Robot

My project is a single battle for a turn-based role-playing game idea I have. I would like to use this final project to try and create the battle mechanics of the my game idea. The battle consists of the player picking an ability to use then playing a short mini game to determine the power of the ability based on the player's performance. During the enemy's turn, they will use one of three possible moves during which the player must try and avoid being damaged by the attacks, similar to the battle mechanics of Undertale and Deltarune. The player has four types of abilities, each having a different effect. There are five copies of each type of abilities, and all twenty abilities are randomised in an array. At the beginning of the game, the player gets five random abilities from the array then get another one from the array every turn. This works like a deck of cards. The gameplay feedback loop goes: the player picks an ability, a textbox states what happens (ex: the player used Fire Spear on the enemy), the player plays a minigame of clicking on targets and avoiding clicking on obstacles, the ability's effect happens (ex: the enemy took 5 damage from the player's Fire Spear), the text states what the enemy does (ex: the enemy used Neutron Beam on the player), the player plays a minigame of avoiding bullets, the text states what happens to the player (ex: the player took 3 damage from the enemy's Neutron Beam), the player picks an ability again, etc.

Classes:

- Abilities (with subclasses): Fire Spear, Soothing Water, Energise, Rocky Armor, Bulletstorm, Neutron Beam, Barrage!;

- Mini game element (with subclasses): Bullets, Targets, Obstacles;

-Character (with subclasses): Player, Enemy;

Sounds:

- Music

- Button being hovered over

- Button being clicked

- Collected object in mini game

- Hit by enemy projectile in mini game

- Hit target in mini game

Arrays:

- Abilities not yet in the inventory

- Abilities currently in the inventory

- Obstacles currently on the screen

- Targets currently on the screen

- Bullets currently on the screen

Sketches

Enemy
50/50

Player **25/50**

name	name	name	name	name
text	text	text	text	text
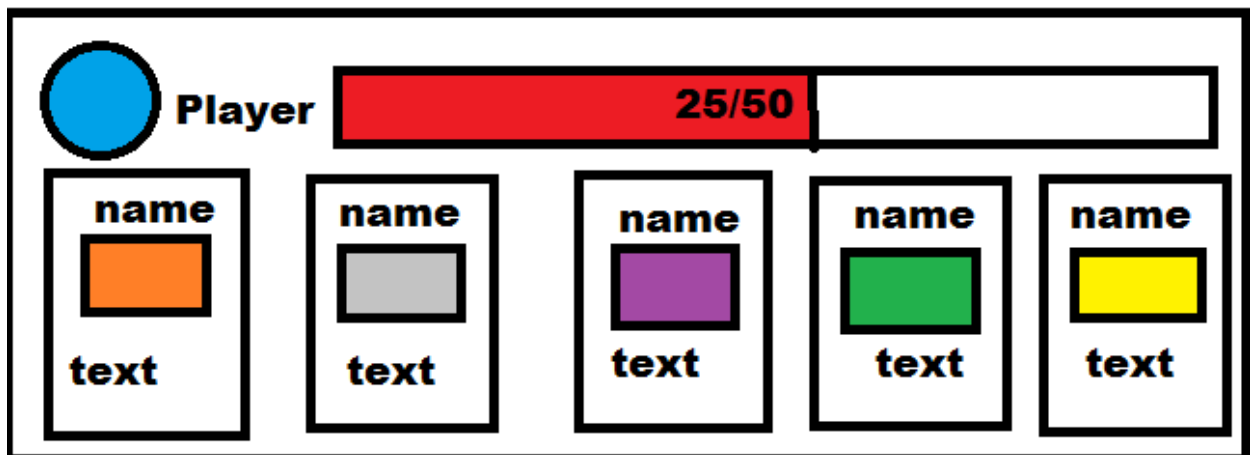
Enemy

30/50

Player 25/50

The Enemy took 5 damage from The Player's Fire Spear!