**Names:‌‌** Theodore.T, George .A, David, Anthony N. **Date:‌‌** ‌08/11/2020‌ ‌

**Course:‌‌ ‌‌**Game‌ ‌Programming‌ ‌1‌ ‌(420-141-VA)‌‌ **Semester:‌‌** ‌Fall‌ ‌2020‌ ‌

**Section:‌‌** ‌00003‌ && 00004‌ **License:** CC BY 4.0

**EMPIRIUM**

1. **Game Name**: Emporium
2. **GitHub** (Username: DavidAnoTrudeau)
3. **Main Communication Platform**: Discord

* **Summary**:
  + **Overview**: Our game takes place in ancient Rome under the rule of Julius Caesar. Our main character “Bobius the 3rd”, a spartan captured during the great battle of Gythium. He is thrown into the colosseum to fight for his freedom. He must defeat other prisoners until he is ready to face the champions of the colosseum. When he defeats “Gregorius the Menace”, the ultimate champion and Caesar’s personal guard, he will be granted his freedom.
  + **Main Character**: “Bobius the 3rd”, a spartan warrior.
    - **Abilities**:
      * Light Attack
      * Heavy Attack
      * Block
      * Evade
      * Jump (?)
      * Special Abilities: Spartan Rage, Spartan Kick
    - **Goal**: Defeat all enemies
  + **Enemies**: Prisoners & Champions.
    - **Prisoners’ Abilities**:
      * Light Attack
      * Heavy Attack
      * Block
    - **Goal**: Defeat Bobius
    - **Champions’ Abilities**:
      * Light Attack
      * Heavy Attack
      * Block
      * Evade
      * Special Abilities: Ultimates
    - **Goal**: Defeat Bobius
  + **Win/Lose Conditions**:
    - Win: Main character defeats all enemies.
    - Lose: Main character is defeated
* **User Interface Mock-up**:
  + To be added (Since most of the interface is written code and the visual the interface is intertwined with the sprites)
* **Controls**:
  + **Move “Left”, “Right”, “Jump” & “Crouch”**: ‘A’, ‘D’, ‘W’ & ‘S’
  + **Evade & Block**: ‘Shift’ & ‘Space’
  + **Abilities**:
    - **Light Attack**: ‘O’
    - **Heavy Attack**: ‘P’
    - **Special Abilities**: ‘K’ & ‘L’
* **Developer Roles**:
  + To be decided (We will be making a scrum table)
* **Schedule**:
  + **Prototype** (11/15):
    - Basic controls for main character
    - Basic controls for enemies (Prisoners & Champions)
    - Placeholder graphics & animations
  + **First Playable** (11/22):
    - Most controls for main character
    - Most controls for enemies (Prisoners & Champions)
    - More placeholder graphics & most animations
  + **Pre-Alpha** (11/29):
    - Most graphics & animations
  + **Alpha** (12/06):
    - Bug fixes
    - Additional features
    - Additional graphics
  + **Gold Master** (12/10):
    - No bugs
    - Finished game