



Project Plan – Crusadeon (Post Dragon’s Den)

Project Name: Crusadeon

By: Rogue Ape Studio

Start Date: 13/05/2024

End Date: 28/06/2024

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Project Overview

Crusadeon is an action rogue-lite game where players take on the role of a crusader with holy powers, journeying to the Viking homeland to exact revenge for the destruction of their village. The game features a combat system inspired by Hades and Risk of Rain 2, and an item progression system akin to popular rogue-lites.

Crusadeon was pitched at the Dragon's Den event held on 19-04-2024 and it was concluded that Rogue Ape Studio was allowed to continue iterating on Crusadeon. While Rogue Ape Studio still has the freedom for the creative direction of Crusadeon, the project now has an external major stakeholder; Dog Food Studios.

During this project, Crusadeon will be further iterated based on the feedback received from the Dragons during the event, as well as the feedback received from the teachers. The duration of the project will be about 7 weeks (about 1 and a half months).

At the end of the project, Crusadeon will be showcased at the Innovation Insights event held at Fontys TQ on 27-06-2024.

Project Planning

The project is split between 4 different sprints. The focus of each sprint along with the duration will be described below.

Sprint 1: Reworking design & systems (2 weeks)

Goals

Process feedback received from Dragons and teachers.

Rework our design choices and core systems, such as the Item system and Ability system, for Crusadeon.

Sprint 2: Implementing reworked systems (2 weeks)

Goals

Implement the redesigned core systems

Implement meta-progression element.

Begin designing Boss-type enemy.

Sprint 3: Expanding the enemy force (2 weeks)

Goals

Finish implementing Boss-type enemy

Create the boss fight arena

Further expand on the enemy variants

Sprint 4: Final polish & preparing for Innovation Insights (1 week)

Goals

Apply applicable final touches based on feedback received from playtests

Prepare file transfer to our major stakeholder

Prepare playable demo for Innovation Insights event

Scope

In this section a general overview of the scope can be found. An extensive description of what each bullet point entails can be found in Appendix A: Additional Information.

Reworked core systems

- Item system
- Ability system
- Meta-progression

Updated assets

- Overhaul of the sound manager
- Updated animations
- New playable areas
- Boss fight + arena
- More enemy variants

Documentation & Tests

- Updated 10-page design document
- Playtest results

Out-of-Scope

- Extensive market research on potential competition
- Extensive social media integration

Risk Management & Definition of Done

Risk Management

- **Technical Risks:** Potential delays due to software bugs or integration issues. This can be managed by leaving out certain feature integration if they require too much time. In the section Definition of Done a list of the minimum requirements can be seen.

- **Resource Risks:** Potential delays due to the unavailability of key team members. This can be managed by having other key members take on the roles of the missing key member if possible. If this is not possible then certain features will be left out. In the section Definition of Done a list of the minimum requirements can be seen.
- **Scope Creep:** Unplanned feature additions. This can be prevented by strict adherence to the scope list.

Definition of Done

The features, and their states, we aim to achieve are listed under Goal. The minimum number of features and their states that the project will need to adhere to are listed under Minimum.

Goal

- 4 playable areas
- 5 enemy variants
- Boss fight with 5 unique attacks
- Meta-progression shop with polished UI
- All items (Conditional items & passive items)
- All abilities (10)

Minimum

- 2 playable areas
- 3 enemy variants
- Boss fight with 2 attacks
- Meta-progression shop with base functions
- Items with basic stat increases
- 5 abilities

Appendix A: Additional information

Reworked Core Systems

- Item System

In the first implementation of our ability system, we had 3 rarities, common, rare and legendary. Common would give basic stat boost, rare would do the same, but with higher values, legendary type

items would be our active items, the player could only have one at the time and it would act as a powerful ability with a long cooldown. These items would be dropped by some enemies when they got killed.

With the new implementation a chest will spawn, the player will get to choose from 3 different items. These chests will spawn when an x amount of enemies have been killed, this amount increases per chest. The rarities have been removed, there are now just 2 different item types, stat items and conditional items. Stat items increase the player's stats, conditional items are items that will trigger e.g. when the player hits an enemy. An example of a conditional item is life steal, the player has a chance to heal when hitting an enemy. The items will not be retained after the player's run is over.

- Ability System

The backend of the ability system will change, this won't be noticeable for the player.

- Meta Progression

The original idea for the meta progression part of Crusadeon was to have the main character rebuild his village and become stronger by doing so. Basically, a skill tree but visualized by rebuilding your hometown.

This idea has been changed into a shop. The player passively collects gold during their runs, this gold can be used to buy base stat increases and new abilities. These purchases can be sold again, so the player can respect later in the game if they aren't happy with their choices. These purchases will be retained after the end of a player's run.

Updated Assets

- Overhaul of the sound manager

The sound manager will be changed to FMod instead of the basic unity audio system. This will result in enhanced dynamic audio.

- Updated animations

New animations will be added, namely for enemy deaths, player dash and abilities.

- New playable areas

1-3 new playable areas will be added to Crusadeon. These areas are the Viking village/market, the temple in the forest and the boss arena.

- Boss fight + arena

The boss fight will have 2-5 mechanics. These mechanics are the boss' attacks, they can be found in the 10-page game design document.

- More enemy variants

1-3 new enemy variants will be added, the different enemies can also be found in the 10-page game design document.