BIL 424 Project Proposal

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GitHub Repository : https://github.com/TunaB/Bil424_Project

Project Summary

In this project, we are going to make a third-person action rogue-like game.The games we are influenced by are Vampire Survivors and Risk of Rain 2.

The game is going to have one open world(maybe multiple levels). Enemies are going to spawn in waves. Enemies are going to drop items with some chance. Each wave difficulty is going to increase but also dropped items are going to get buffed.

Items will be weapons, armors, throwables and relics. Weapons will be categorized by swords, bows, and staffs. Relics will give buffs to players but when the player dies relics will be gone too. But some relics (low chance) will be permanent. So each game player can have an advantage from the previous run.

After the player presses the start button from the main menu the game will start and the player will be spawned on the world. After that, wave 1 will start and enemies will start to come towards the player. Player starts with default weapons and can equip new weapons by killing enemies and taking their drops. On some waves there will be bosses. If a player dies, permanent collectibles will be shown on the artifacts menu and the player could start a new game with better stats.

Tasks

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- **Character Movement**

    Character movement will be fluent. Character can run but running costs stamina

- **Inputs**

    Players will be able to jump, run, equip, aim, shoot and throw.

- **Enemies**

    There will be few types of enemies. Basic, tank, minion, kamikaze, flying, witch and boss.

- **Getting Loot**

    Sometimes enemies are going to drop items by chance. The item will be dropped to ground and when the player gets close and presses equip, the player will get the item. Also items will get better by each wave.

- **Relics**

    Relics will be obtained through enemies. They will give the player additional buffs (damage +%5, movement +%2 etc.) Relics will be gone each run but some rare relics will be permanent and the player can see owned relics in a menu.

- **Bows**

    Bows will have arrows and arrows will be earned by killing enemies. There are few types of bows. Basic, crossbow, poison/flame, burst, fast.To shoot to arrows the player will aim by RMB and shoot with LMB.

- **Staffs**

    Staffs will use mana and mana will be regenerated by mana potion. The mana potion will have cooldown time on each use.

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- **World**

    World will be an infinite open map. There will be obstacles(trees, stones ..) and rough terrain.

- **Menus**

    There will be at least 4 menus. These are: main menu(start button, settings button, artifacts button),settings menu(sound and other settings), artifacts menu(shows which artifacts we have) and endgame menu(to show endgame statistics such as collected items and wave number…). There may be additional menus later.

- **Respawning Enemies**

    Enemies will be respawned at the start of each wave. Number of enemies and their difficulties will increase each wave. If the character moves too far from an enemy, that enemy will be spawned near him so the character cannot escape forever.

- **Swords**

    Swords will be used for close combat.There are few types of swords. Basic, longsword(wider range), poison/flame swords, greataxe or some other heavy swords(heavy damage but slow), dagger(daggers have shorter range but faster attack)

- **Armors**

    Armors will be like boosts. They have different effects based on armor type. Effects are: faster speed, faster regeneration, resistance boost(for poison and flame effects), mana recovery boost and stamina boost. Armors are dropped from enemies as weapons.

- **Throwables**

  Throwables are area affecting items that can be thrown to the ground by pressing the necessary key. Character will shoot throwables towards where he looks.

  Different throwable effects are: basic area damage, poison area, flame area, slowing area(maybe freeze), small area effect but strong area damage.