Fantasy game:

# **Game elements:**

1:**PC**(paladin d&d)   
 **NPC**(obstacles{blocks, holes, broken tree, }, companion(healer d&d), minions, main antagonist{greater daemon of khorne}, shield, sword, armor)

2: Story: autistic knight invades daemon layer due to his weaponized autism

3: Goal: defeat the boss, and retrieve the autism medicine which he has with himself

4: Rules:

* The PC moves with arrow keys
* The PC fights the daemon and minions
* PC attacks with sword on space key, and defends with shield with d key, defense reduces damage taken by 50%
* Sword damages by 30 unit on base, but increases to 75, 100, and later to 200 on higher gear, once the player reaches significant distance he gets rare, epic and then legendary sword
* Main antagonist has 1500 HP,
* Each of it’s attack is of 150 HP
* Minions have 200, 500 and 700 HP based on foot soldier, legionary and champion
* Foot soldier’s attack is 70 HP  
  legionary’s 100 HP  
  and Champion’s 125
* Shield will have hit point of 100, but will progress to 150, 300 and 500 on higher gear, once the player reaches significant distance he gets rare, epic and then legendary shield
* Armor dictated the health of the PC, it has HP of 200 initially but will increase to 300, 400 and 700 on higher gear, once the player reaches significant distance he gets rare, epic and then legendary armor
* He receives low or high damage based on the lvl of the daemon
* Companion heals the player character every 10 sec, shield’s HP included, with 1/3th of the players HP
* Once the HP of the shield is 0, it will be broken, without it player won’t be able to defend
* Once the HP of armor is 0, it will be broken, without it the player will have HP of 50
* If the HP of player without armor is 0, then game is over

5: Balance: The player has decent HP and attacks, but so does the enemy, and the healer won’t be able to heal before every 10 sec

6: Adaptivity: First there will be foot soldiers, but after getting the epic gear there will be legionaries and after having legendary gear there will be champions, before finally facing the boss

7: Chance vs Skill: there is possibility that the healer would save the character before an any mortal damage, and a perfect combo of attack and defense would be able to win the game

8: Feedback: there are 2 bars showing his armor HP and another showing his shield’s HP, and there are story text as the player progresses, there will be swinging sound every time the player attacks and defense sound every time he blocks, and a painful wail every time 1/5th of his HP is taken away, and healing sound every time he is healed

# **Decomposition:**

* To collect all sounds and images (search)
* To move the NPC and PC
* Coding for the fights
* Coding for the story texts
* Coding for the bars
* Coding for the healer
* Game for Game Over
* And victory
* Adding Sounds