## horizontal line



Parry Hotter Duel (Beta)

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# Overall Goals

* Two player game
* Players will duel against one another
* Players will be able to cast magic
* Body gestures and voice commands will be used for menu navigation and casting
* Magic spells will depend on weapon, gesture, and/or voice
* There will be an arsenal of weapons for player to choose from
* Gestures will active spells while: empty-handed, with a weapon, or with voice commands
* Each player will have a heads-up display above their head to display game stats
* Each player will have access to a Start Menu
* Each player will have access to an Spell Menu/GUI

Extra Goodies:

* Environment Detection
* Players can move around the room IRL while in game without danger/limitation
* User can scan their body to create a VR model of themselves ready to use in game
* ‘Taunts’

# By end of Semester?

* Full Single Player Game including all game functionality in Beta testing
* \*Tutorial/Demo session for beginners?

# In order to achieve goals, we need:

## A Start Menu

* + Pause?/New Game/Tutorial/Logout||End Game/Stats?/Game Rules/Info

## An Environment

* + Tutorial Shooting Range?/A full level?/P vs. Bots fighting arena/ PvP Duel arena

## Ability to Switch Weapons

* + Gesture? || voice? || menu? command

## Spell Casting Menu

* + GUI in-game to navigate spell type casting?/Cheat Sheet for gesture/voice commands

## Constant Heads-Up Display

* + Health/Mana/Experience?

## “Damage Taken” GUI indicator

## A set of (Beta) Character Models

* + Male/Female/Robot/Kajit?

## A set of (Beta) Enemy Models

* + Bad Wizards?/Zombies?/Joffery?/Dummy?

## A set of Weapons

* + Empty-Handed/Wand/Tome&Hand/Staff?

## Set of Spells attached to empty-hand/Wand/hand&tombe

## Balance System