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KEY WORDS: Jump & Fast

Short Description & Main Mechanics

*What genre of game are you going to make?*

Side-scroller

*Describe the camera, character and controls (3C's)*

The game will be played in 2 dimension (XZ - plane). The camera will be on the right side of the player at a certain distance, following him.

The character will be a fictional knight with a sword and shield. Trying to traverse the level beating a variety of enemies.

You will be able to move horizontally (D, A) and jump (space or W). Next to the basic movement you will also be able to perform different attacks with keyboard shortcuts.

*What is the goal of the game? How do you beat the game? How can the player fail?*

You try to traverse each level as fast as possible while avoiding or killing enemies. The level is not just on one height level so you will be able to jump to platforms. At the end of each level, you will get a score based on how fast you completed it and how much damage you took and gave. Your goal is to have the highest score available for each level (and complete them of course).

The player can fail a level when the enemies in a level killed him. Which makes the player restart the level.



Describe your main mechanics. Avoid the use of non-descriptive terms such as puzzles, magic, spells ...  
Describe how the puzzle would work, what the spell does ...

The player starts at the very left-hand side of the level. Each level will have different height levels which can be accessed by jumping to them. The level will contain heal items and enemies.

There will be three different enemies. The first one will be a kamikaze like enemy, after he deals area damage he will destroy himself. Second one will be able to block and deal single target damage. The last one will behave like the second one, the difference being he can't block.

When the player reaches the right-hand side of the level (end) he will have completed the level and get a score bases on time, damage dealt and taken.

(If everything above is implemented, I mind change the healing items to coins. You can use these at shops located in the level where you can opt to buy healing or damage increasers.)

What is the focus of your project, which aspects of your game would you like to prototype? Which scope do you have in mind?

I really want to make a side-scroller using pixel art in unreal. Using the different sprites classes, tile sets and maps made for 2D games.

The first main focus will be getting a functional map which the player can traverse with working collision. After that the main time sink will be getting the different attack behaviors working for the enemies. Then the last step will be making some levels which shouldn't be that time consuming when all the above or implemented.

And only then if there is time left implement a shop which will add some rouge-like elements, but like I said this will probably be out of the time-scope.