Spring Term Project: Tarnished

Tarnished is a Pixel-art styled 2D action/adventure game that takes place in the Undead Asylum (fictional dungeon area). The player is a knight, known as the 'Chosen Tarnished', who has to fight his way to the end of the Asylum.

The player will be able to move left, right and jump. The player will also have a 'strong attack' that does extra damage to enemies, but it will have a 15 second cooldown. The player will have 3 lives, but might be able to increase this through different collectibles that are hidden in some levels. When all lives are lost, the player will have to restart from the starting level. Coins will also be scattered around the levels that the player can collect. With these coins, the player will be able to upgrade their character, e.g., increase damage, increase health etc.

The Asylum will have different levels. Each level will have its own kind of enemies with different attacks. There will be a key hidden in each level that unlocks the door to the next level. Only with this key can the player advance to the next stage. These keys might be hidden behind a tough enemy, or placed behind a trap. There might be NPCs found in some levels that will give clues to where the key might be, or tips on how to defeat certain enemies.

The difficulty will gradually increase as you progress through the levels. The final level will have a 'boss-fight', with a very powerful enemy. If the player kills it, they win the game and leave the Asylum.

- This is the image used for the coins. At the top of the screen, there will be this same icon with the number of coins the player has collected right next to it.

 This is the basic enemy – *Skeleton Warrior*. This enemy will be found in the early levels, usually protecting some coins. Its movement will be limited to left and right, and it will have one basic attack.

This is an idea of another enemy for later levels – *Cyclops*. It will have a long-ranged attack with a short cooldown.