Deliverable 0: Project Proposal + Team Formation

Members: Glorio , Ioannis

Glorio: Story, Character design and UI elements.

Ioannis: Level Design, gameplay programmer,Audio.

Title: Everdawn

Tagline: Fight. Die. Adapt

Target Audience: This game is targeted for 18 - 30 who thrive on the thrill of dungeon exploration and the excitement of high replayability. Whether you're delving into procedurally generated worlds, battling unique enemies, or uncovering secrets with every run, the experience is tailored to players who enjoy strategy, fast-paced action, and endless opportunities to experiment with different builds and playstyles. Perfect for those who love games that challenge them to adapt, overcome, and dive back in for more.

Goal: Players must navigate a procedurally generated dungeon filled with enemies, treasures, and challenges. Along the way, they’ll collect Temporary upgrades Each level leads to a powerful boss fight, and only through skill and determination can they defeat the dungeon and escape.

Mechanics: The Mechanics we intend to implement are procedurally generated rooms. Combat system gives the player a choice of weapons and being able to upgrade them temporarily throughout the dungeon by finding items in chests.There will be a boss fight separating the player from going to the next stage. Beating the boss will grant a temporary power up as well. For every room that’s not the boss room, there will be enemies and after defeating all the enemies in the room only then will the player be able to progress. We will have npc that the player will interact with to know more about the story of the game.

Genre: Roguelike, Dungeon Crawler, Top down, 2D

World Level Design

World design inspired by *Hades* and *The Binding of Isaac* should focus on a mix of procedural generation, thematic consistency, and player progression. Here’s a breakdown of how you can approach designing such a world. Procedural generation for each of the floors as well as different themes for each floor(visual differences). Risk and Reward, where the player should fight the boss early or later, with the more time spent in the dungeon the harder the enemies will be.The most important replayability by adding different bosses and with the procedural generation it will give the player a new map and journey to look forward to. The theme we intend to follow is fantasy

For deliverable 1

Core mechanics: basic movement and combat, room generation

Level layout, basic enemy and player design/sprites

Detailed gameplay loop and mechanics.

Player inputs(keyboard and mouse)

Splash screen Splash screen

For deliverable 2

At Least 2 working floors, having at least 2 different weapons the player can choose from with different abilities. Pick ups and collectables that will help the player get stronger.

Texture and animations

Playtesting and bug fixes

Visual and audio feedback

Backgroud music

Splash screen