Final Project Proposal

Our group plans on visually expanding YoRPG. In order to do so, we want to make it seem more like a top down dungeon game while still maintaining certain aspects from the original game. "YoRPG unleashed" will contain 3 levels, the last one containing a boss battle. Each level will be fully navigable by the player through user inputs. W, A, S, D will move the player forward, left, back, and right respectively. Scattered across the map will be randomly chosen monsters for the player to defeat. When the player gets in range of the monster, a battle sequence will occur, in which the two take turns bashing each other. Some monsters may have minigames, rewarding the player bonus strength or gold. Minigames may include typing a phrase in a certain amount of time or answering a question. After completing a level, the player will be given the option to visit the shop, where they can buy gear to increase their stats, using the gold they earned from killing monsters. Additionally, mini challenges and hidden quests are scattered throughout the game giving "secret" rewards.