

Game Title: The Payday Arena

Genre: Action / Gladiator Arena / Rogue-lite

Story / Narrative: Once a respected Roman soldier, Lucius Varro returned to the Eternal City only to inherit his father's crushing debts and lose his family's honor. With no fortune and few allies, he was given a cruel choice: imprisonment or the arena.

Stripped of status and clad in a gladiator's armor, Lucius fought not for glory but for survival, each battle in the blood-soaked sand bringing him closer to the freedom he once took for granted. Amid roaring crowds and silent prayers, he clung to memories of a better life—fueled by shame, hope, and the faint promise that a man broken by Rome might one day rise against it.

Player Experience:

- The player fights powerful bosses to escape a cruel fate born from greed and the loss of humanity.
- To survive, he must kill... or be forgotten.
- With each round, the crowd grows louder.
- The player starts with only his hands, but earns upgrades as he progresses.
- Each fight becomes harder, and the rewards grow greater.
- In later rounds, torches hanging from ropes ignite, filling the arena with energy and intensity.
- This is his only chance to earn his freedom — or die trying.

Core Game Mechanics:

- **Player Movement:** WASD
- **Attacks and Defense:**
 - Light Attack: Left click
 - Heavy Attack: Hold left click
 - Defense: Right click
 - Dodge Roll: Spacebar
- **Interaction:** Press E to pick up weapons from the ground.
- **Health System:**
 - Health bar
 - Armor system that acts as a bonus/temporary health
- **Enemy System:**
 - Enemies vary in strength
 - Each enemy has its own weapons and shields

Visuals and Effects:

- Dark, gritty Roman-style arena.
- Blood, sand, fire, and heavy lighting effects.
- Torches light up in later rounds to add energy.

Audio:

- Roaring crowds
- Gladiator-themed battle music
- Weapon clash sounds
- Dramatic audio stings when doors open or enemies enter

Level Design:

- Arena-based progressive rounds
- Cutscenes between rounds
- The first round has small crowd; later rounds introduce larger audiences

Team Roles (Preliminary):

- **AbdulSalam:** Game Design, Enemy Design
- **Fahad:** Player Mechanics
- **Sami:** Visual Effects & Particle Systems
- **Ahmed:** Animation, Game Design

Notes:

- This plan is subject to change based on development needs.
- Start with MVP (Minimum Viable Product) and expand from there.

Weapons and Items *(Ranked from Weakest to Strongest)*

1. Bare Hands

- Damage: Very Low
- Description: The player fights using fists.
- Pros: Fast attack speed, no weapon required.
- Cons: Very weak damage, ineffective against armored enemies.

2. Trident

- Damage: Moderate
- Description: A three-pronged spear used to thrust at enemies.
- Pros: Good range, pierces armor.
- Cons: Slow attack speed, vulnerable during wind-up.

3. Heavy Axe / Warhammer

- Damage: Very High
- Description: A massive weapon that deals powerful hits.
- Pros: Devastating damage, can stagger or knock enemies back.
- Cons: Heavy and slow, risky if the first hit misses.

4. Long Spear

- Damage: Moderate to High
- Description: A long-reaching polearm that allows distance attacks.
- Pros: Extended range, useful for keeping enemies at bay.
- Cons: Slow attack animations, weak in close combat.

5. Shield + Sword or Mace

- Damage: Balanced
- Description: A combination of offense and defense.
- Pros: Blocks incoming attacks, allows counter-attacks.
- Cons: Shield can break after repeated hits, slightly reduces movement speed.

6. Short Sword (Gladius)

- Damage: High
- Description: A fast and reliable close-range weapon.
- Pros: Fast attack speed, strong in melee, balanced in damage and speed.
- Cons: Limited range, requires getting close to the enemy.

Level Design

Game Structure:

- **Arena:**

- Single, iconic Roman colosseum.
- The arena is circular with open space for tactical movement and clean 1v1 fights.

Boss Progression – Weapon & Difficulty Changes Only

Each boss offers a new combat challenge, escalating in weapon variety, AI behavior, and dueling complexity.

- **Level 1: The Beast of Carthage**

- Weapon: Dual axes
- Style: Wild, aggressive, reckless swings
- Difficulty: Easy
- Behavior:
 - Rushes the player constantly
 - Leaves large openings for counterattacks

- Purpose: Teaches timing, parrying, and exploiting aggression
- **Level 2: The Gilded Senator**
 - Weapon: Sword + Shield
 - Style: Defensive, calculated
 - Difficulty: Medium
 - Behavior:
 - Blocks frequently
 - Uses shield bashes and counterattacks
 - Purpose: Tests patience and punishes timing
- **Level 3: The Forgotten Legionary**
 - Weapon: Spear + Medium Shield
 - Style: Tactical, long-range pokes, spacing control
 - Difficulty: Hard
 - Behavior:
 - Maintains distance
 - Uses thrust combos and shield interrupts
 - Retreats to reset if overwhelmed
 - Purpose: Tests positioning and stamina management
- **Final Level: The Emperor's Shadow**
 - Weapon: Gladius (same as player), mirrors player style
 - Style: Balanced, adaptive AI
 - Difficulty: Extreme
 - Behavior:
 - Breaks the rhythm to force mistakes

Audio and Visual

- Audience sound
- Door sound
- Sword attack
- Shield hit
- Fight sound effects
- Background music

Boss-Specific Audio:

- **Boss 1:**
 - Audience sound: Low
 - Fight sound: Dual axes
- **Boss 2:**
 - Audience sound: Medium

- Fight sound: Sword attack and shield hit
- **Boss 3:**
 - Audience sound: High
 - Fight sound: Spear attack and shield hit

Conclusion – The Payday Arena

The Payday Arena is a gritty, skill-based 1v1 combat game set in the heart of a brutal Roman colosseum, where debt is paid not in coin, but in blood. You play as Lucius Varro, a disgraced man forced to fight for survival – and perhaps redemption – against a deadly lineup of elite gladiators.

With a single, unchanging arena as your battleground, the challenge doesn't come from shifting landscapes, but from the ever-escalating intensity of your enemies. Each boss wields a unique weapon and combat style, pushing you to sharpen your reflexes, study patterns, and outfight your fate.

As the crowd grows louder and the tension mounts, The Payday Arena becomes more than just a fight for gold – it's a fight for identity, for freedom, and for meaning in a world that's lost all sense of honor.

In this arena, every strike is a statement. Win... and live another day. Lose... and be forgotten.