Additions to Blackfire

Elevator pitch: Chess meets D&D with sorcerers playing capture the flag in a dungeon setting. Our game caters to those who enjoy strategy, but with a dungeon crawler setting. Our focus will be on the lighting, models and AI.

1. 3D models
   1. Animations for:
      1. Movement
      2. Attacking
      3. Idle
      4. Resurrection
      5. Funny (?)
   2. Players
      1. Sorcerer, Archer, Warrior
   3. Scroll models
      1. Magic effects
2. AI
   1. AI for playing against the computer.
   2. Randomly generated maps.
   3. Grid lighting
3. Lighting
   1. Dungeon feel
      1. Torch lights
      2. Shade floors green to show acceptable piece movement.
         1. Green for valid movement.
         2. Red for attacking.
4. Camera
   1. Top down
   2. (Opt) Zoom in for attacks/animations.
      1. Two cameras for multiplayer
      2. Merge zoom for combat.
5. UI
   1. Different color schemes for players.
   2. Settings
6. Sound
   1. 3D sound
      1. Spell pickup.
   2. Music
   3. Sound effects
   4. (Opt) V.O.
7. Levels
   1. Dungeon crawl.
   2. (Opt) Different themed levels/floors.
   3. (Opt) Eye candy. i.e. Random skeleton on the floor.
   4. (0,0,0) = top left.
   5. (Opt) Complete fog of war.
8. Controls
   1. Mouse-click
   2. (Opt) Tablet port, floor pathing (?)

* Systems
  + Token/Pickups/Powerups/”Scrolls”
    - (Opt) Sorcerer storing “spells”.
  + Map Generation
    - 2/3,3/5, best of system.
  + Combat/AI
    - (?) 1,2 defender, 3,4 tie, 5,6 attacker.
    - Archer: 1 attack/turn.
  + Movement
  + Lighting AI
  + UI