Game software development

Game description

Our game will be based on `Vampire Survivors` game. This game is `rogue like` and a `shoot them up` game.

We will use the following assets:

Story

This is an apocalyptic story about France, attacked by monster. French people decide to do witchcraft in order to give to the Emperor Napoleon a rebirth to make him save the country in a new body. He gets some new magical power that are efficient against monsters. He has to kill them all! This new hero will need to protect France and it's people.

Specifications

Menu

The menu will contains 4 buttons:

- Play
- Player stats
- settings
- Exit

Settings

It will be possible to:

- Change the volume (percentage)
- Mute the music
- Mute special effect sounds
- Change the bindings

Player stats

It will be possible to upgrade the following stats with a coin based system:

- Health
- Attack
- Shield
- Offense zone

HUD

During the game the following information will be displayed on the HUD:

- Health
- Level
- Time

- Coins

Skill tree during the game

During the game, when leveling up, the player will be able to choose a new weapon, up to 6, or upgrade an existing weapon.

End of the game

Win

To win, the player has to survive the amount of minute selected at the beginning of the game.

Loose

If the player has no longer health point he looses and the game is over.