

THE CRAWL

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Action:

Main character and his family is enjoying a meal together.

Dialogue:



Action:

Mysterious man rides into the village and sets the buildings on fire using magic.

Dialogue:



Action:

Corpses are reanimated throughout the village and rise up.

Dialogue:

Magician: "Come forth my deceased warriors. Rise to serve your master."



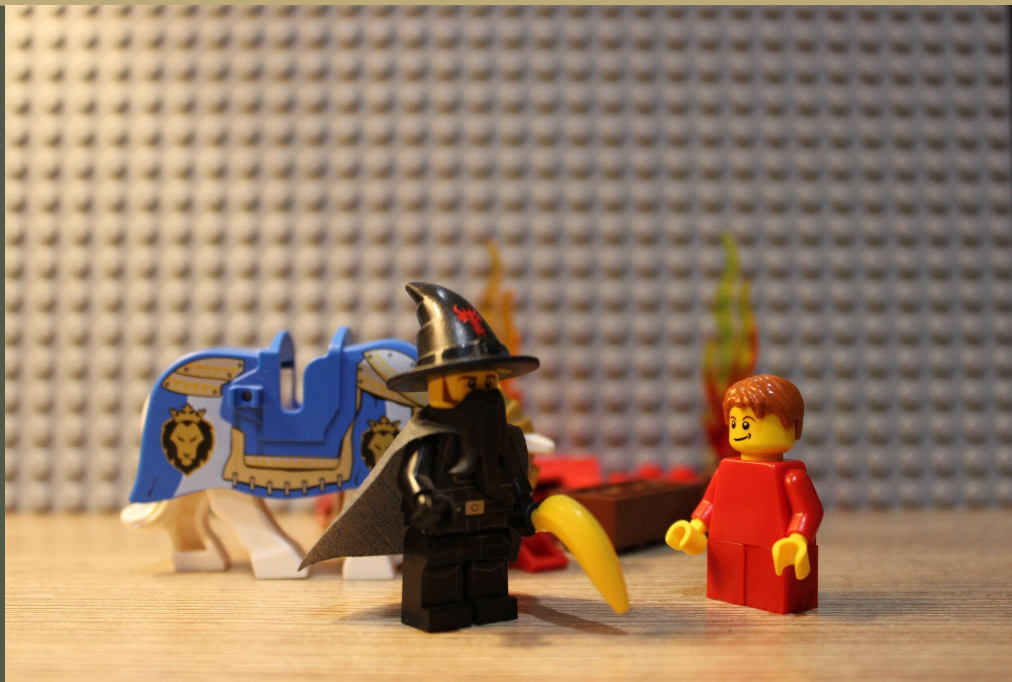
Action:

A new stranger scares off the previous one along with his minions.

Dialogue:

Stranger 2: "Be gone lich. Go rot in that dungeon of yours."

Evil Stranger: "Gah! You will not be able to keep me at bay forever Orwick. Soon, I will rule this land."



Action:

Orwick explains what just happened to your village

Dialogue:

Orwick: "I am Orwick, the great wizard of the East. That evil man was a lich, known simply as *The Overlord*. Come back to my homeland to train boy."



Action:

Orwick and yourself travel to his homeland.,
crossing a great distance.

You train with Orwick for 20 years...

Dialogue:



Action:

You return to your homeland and search for *The Overlord's* dungeon, eventually finding it.

Dialogue:



Action:

You fight undead warriors and the other denizens of the dungeon.

Dialogue:



Action:

You fight stronger minions and bosses.

Dialogue:



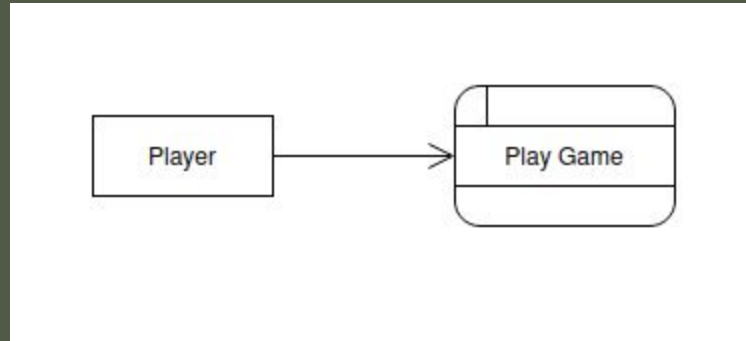
Action:

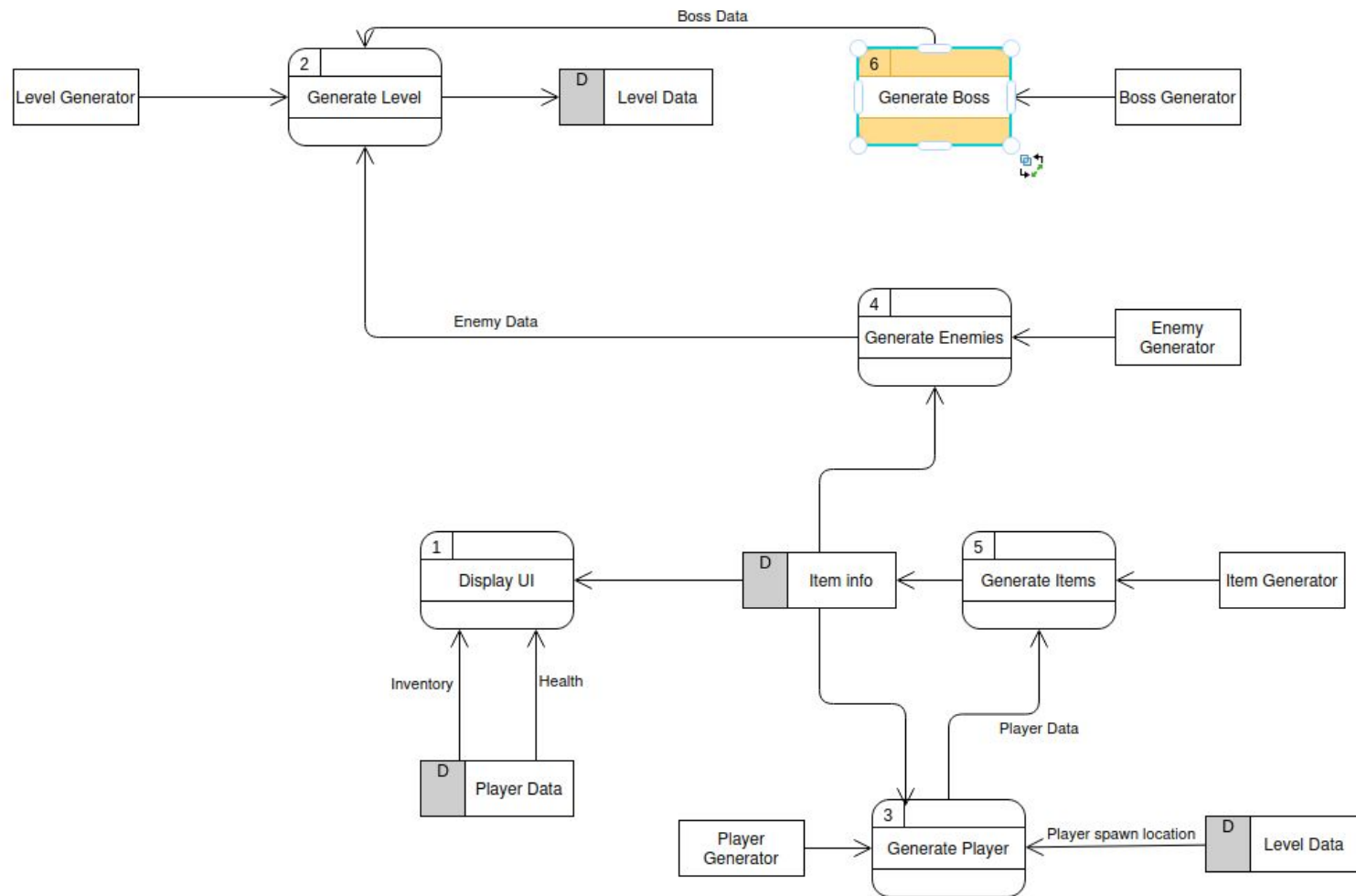
You fight *The Overlord* and defeat him.

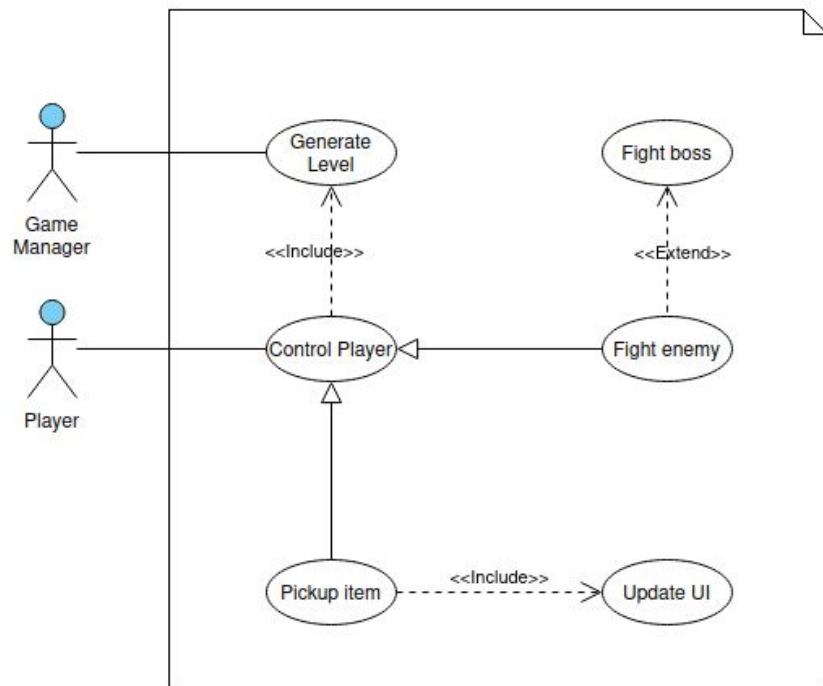
Dialogue:

The Overlord: "Defeating me has stopped nothing boy. The rulers of the underworld's plan is already in motion and nothing can stop them"

Context Diagram



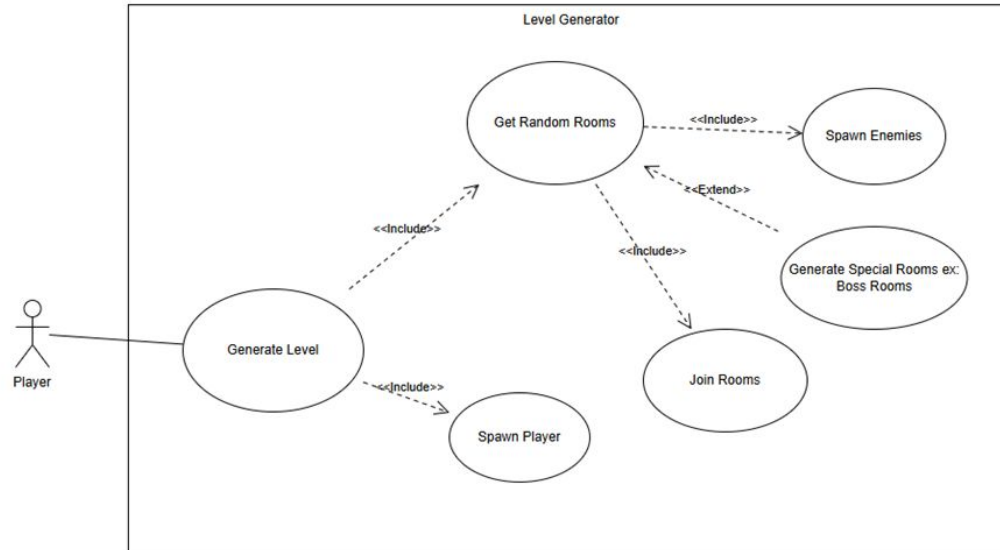




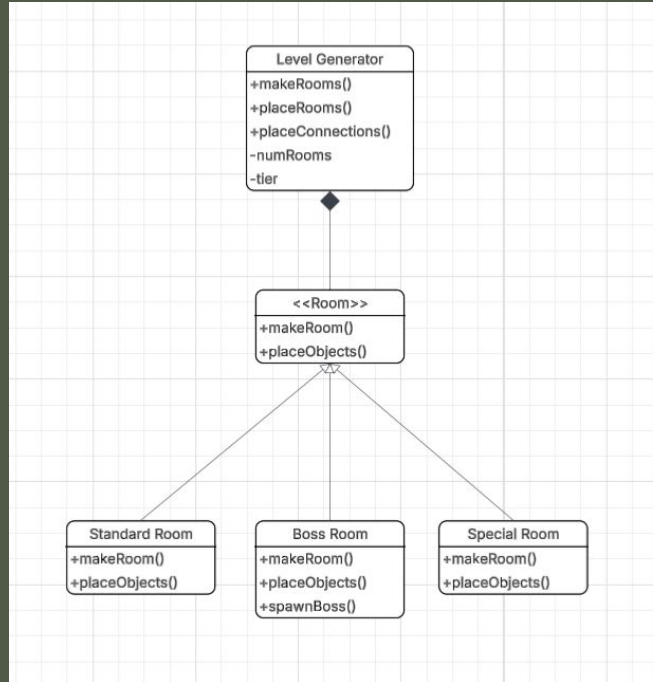
Level Generation

- Each level will be randomly generated
- Each level will have a “tier” for difficulty
- Priority: 1
- Complexity: 1-2 most complex

Use Case Diagram



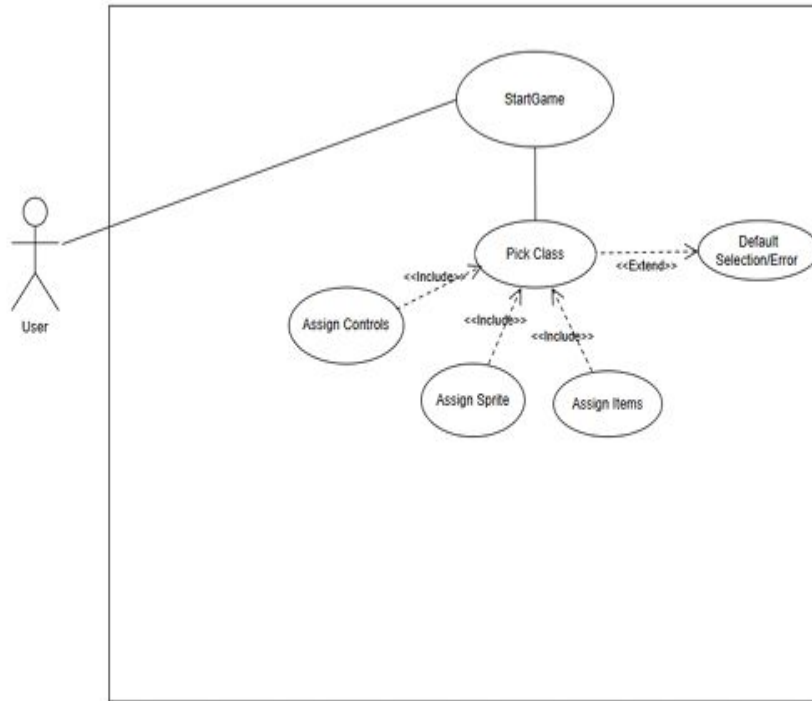
Class Diagram



Player Overview

- Player will have multiple classes to choose from
- These classes will have special abilities to that class, starting health values, starting items/equipment
- Each weapon type will have different control schemes for the player - ranged will have to aim and release- shields must be directional in blocking
- Implement Controls for Player on Keyboard/Mouse and Controller
- Priority 1
- Complexity compared to random room generation or ai enemy algorithms my feature would be less complex

Player Overview- Use Case



Scenarios

Name: Player Picks Class

Summary: The User picks a class from the list of available classes.

Preconditions: Player has been initialized, and Game has not started.

Basic sequence:

Step 1: User clicks ui element of class

Step 2: Determine class from input selected

Step 3: Assign controls to player based on class chosen

Step 4: Assign Items to player based on class chosen

Step 5: Assign Sprite to player based on class chosen

Exceptions:

Step 2: If input is invalid or error occurs, the class default will be set to warrior and proceed to assigning accordingly

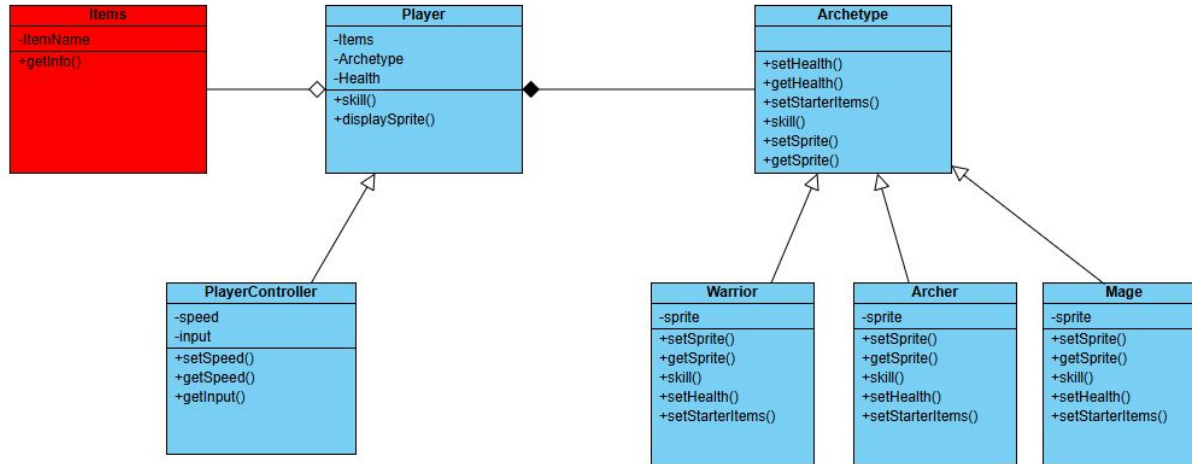
Post conditions: Player position is updated based on input.

Priority: 1*

ID: C02

*The priorities are 1 = must have, 2 = essential, 3 = nice to have.

Player Overview- Class Diagram



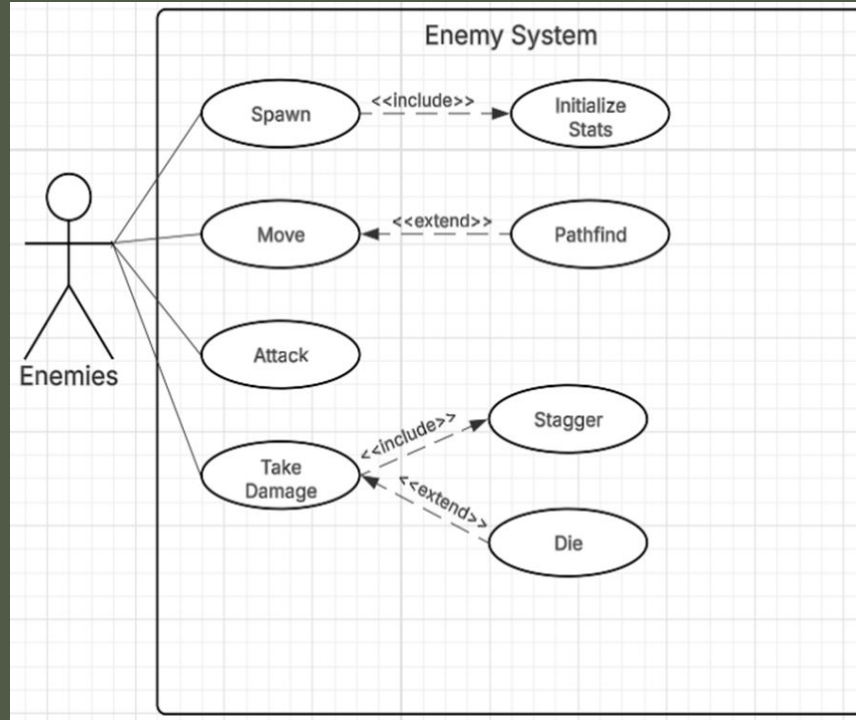
- Bridge Design
- Aggregates items
- Composition of Archetype

Enemy A.I. - Overview

- Tier difficulty levels based on floor level
- Consist of melee and ranged enemies with differing abilities
 - Wandering/idling, chasing player, shooting projectiles, casting buffing/debuffing spells
- Pathfinding utilizing navigation mesh
 - Allows to find player while avoiding obstacles and other objects
- Chance of dropping items/currency upon death
- Priority Level - 1*
- Complexity - Complexity will scale with amount of varying enemies types implemented

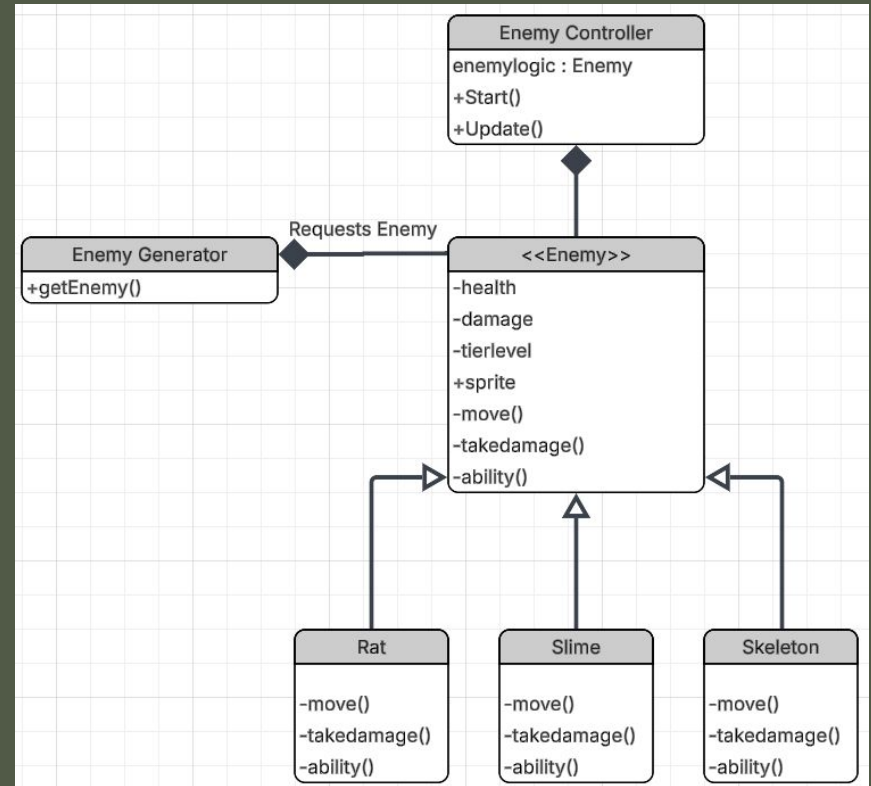
*1 = Necessary, 2 = Good to have, 3 = Not necessary

Enemy A.I. - Use Case



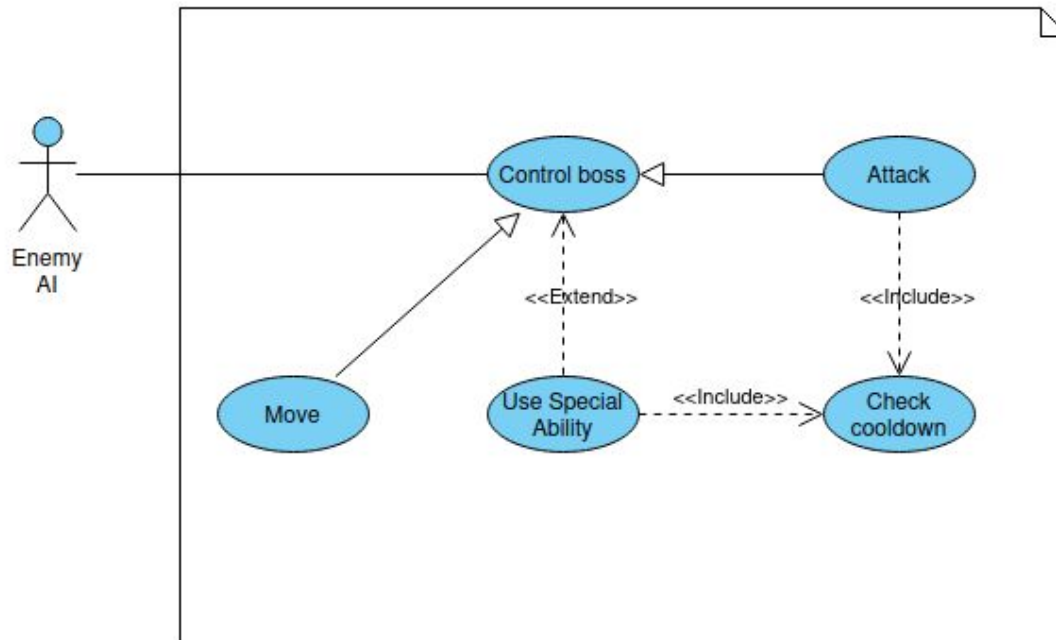
Enemy A.I. - Class Diagram

- Factory Method/Bridge
- Controller contains Unity Physics/Animation
- Enemy class contains logic/values



Boss Fight Encounters

- One per level.
 - Bar you from using the stairs until beat.
- Several options per level. Randomly chosen.
- Bosses will have unique mechanics and abilities
- Boss on the third floor will always be The Overlord
 - Technical end of game

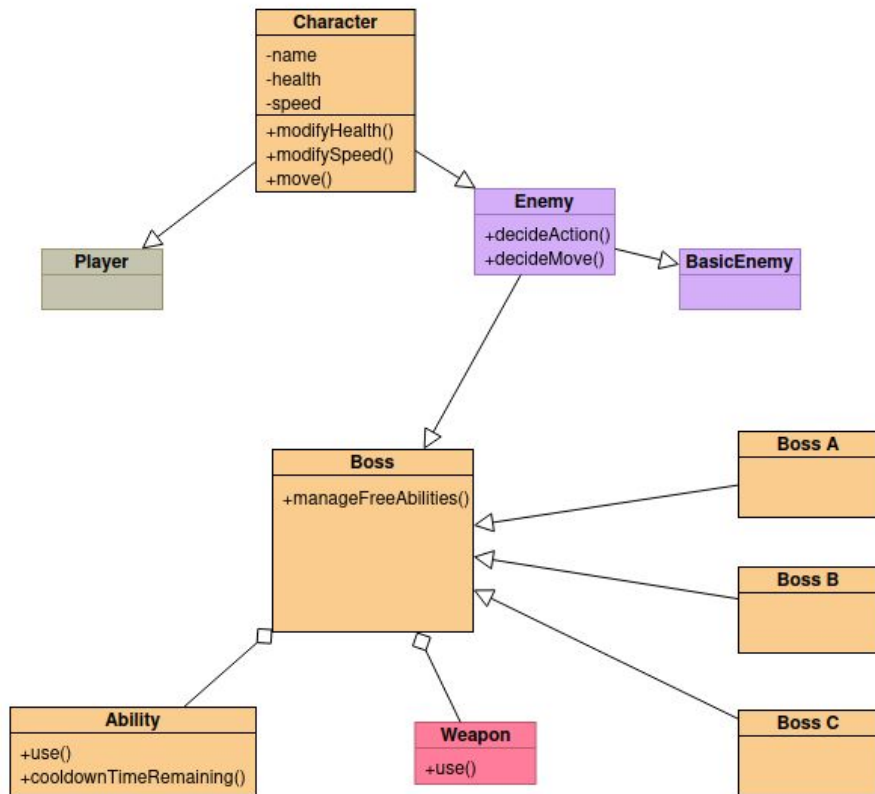


Josh

Ryan

Chris

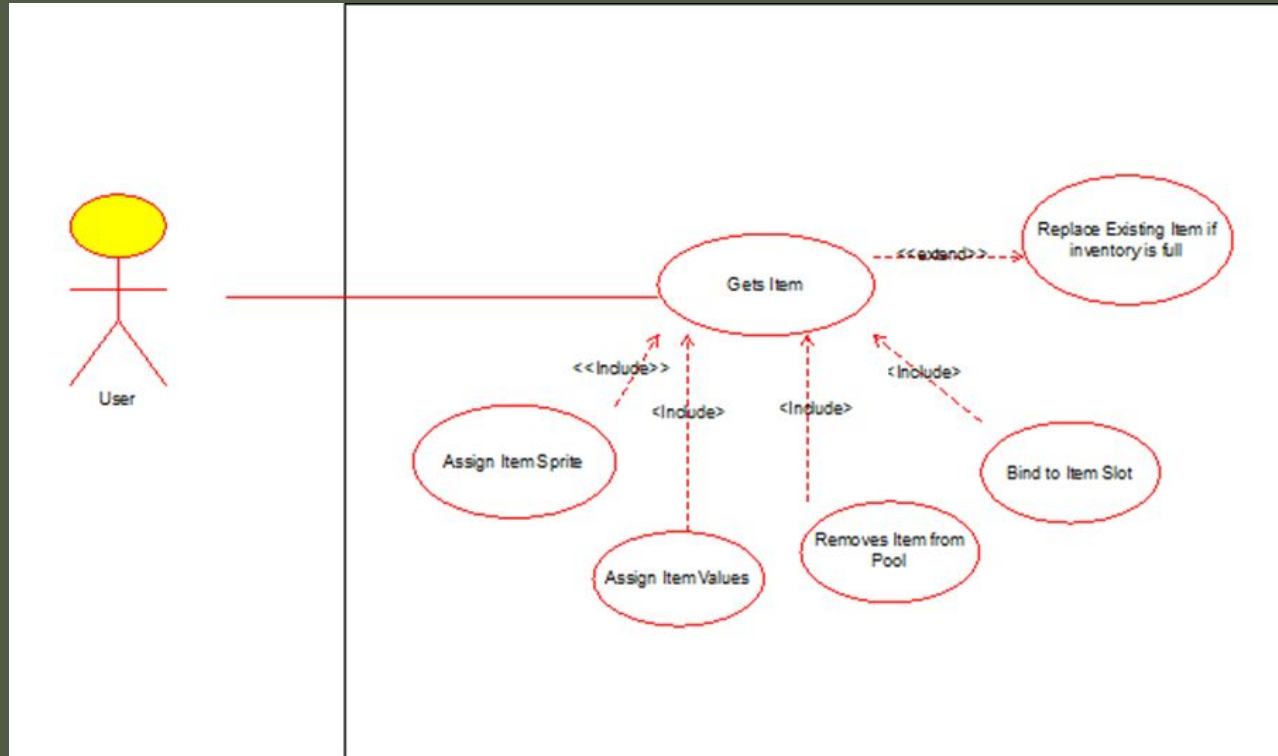
Ben



Item Implementation

- Two different types of Items Consumables and Weapons
- Consumables will offer one time buffs and/or deal damage
 - e.g: health potion, fireball potion, etc.
- Weapons will be a permanent equipable item
 - e.g: Axe, bow, etc.
- Can be dropped by beating enemies and bosses
- Will differ in rarity and power. Later floors get more powerful items

Item/ability Implementation - Use Case



Item/ability Implementation - Class Diagram

