THE CRAWL

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Jacob McKenzie | Chris Soto

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 Owick 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:

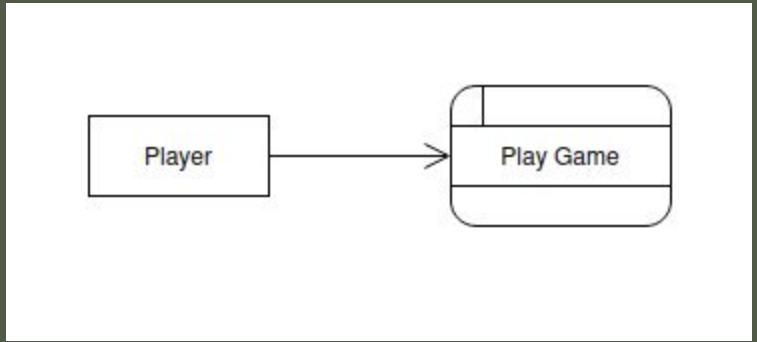
Action:

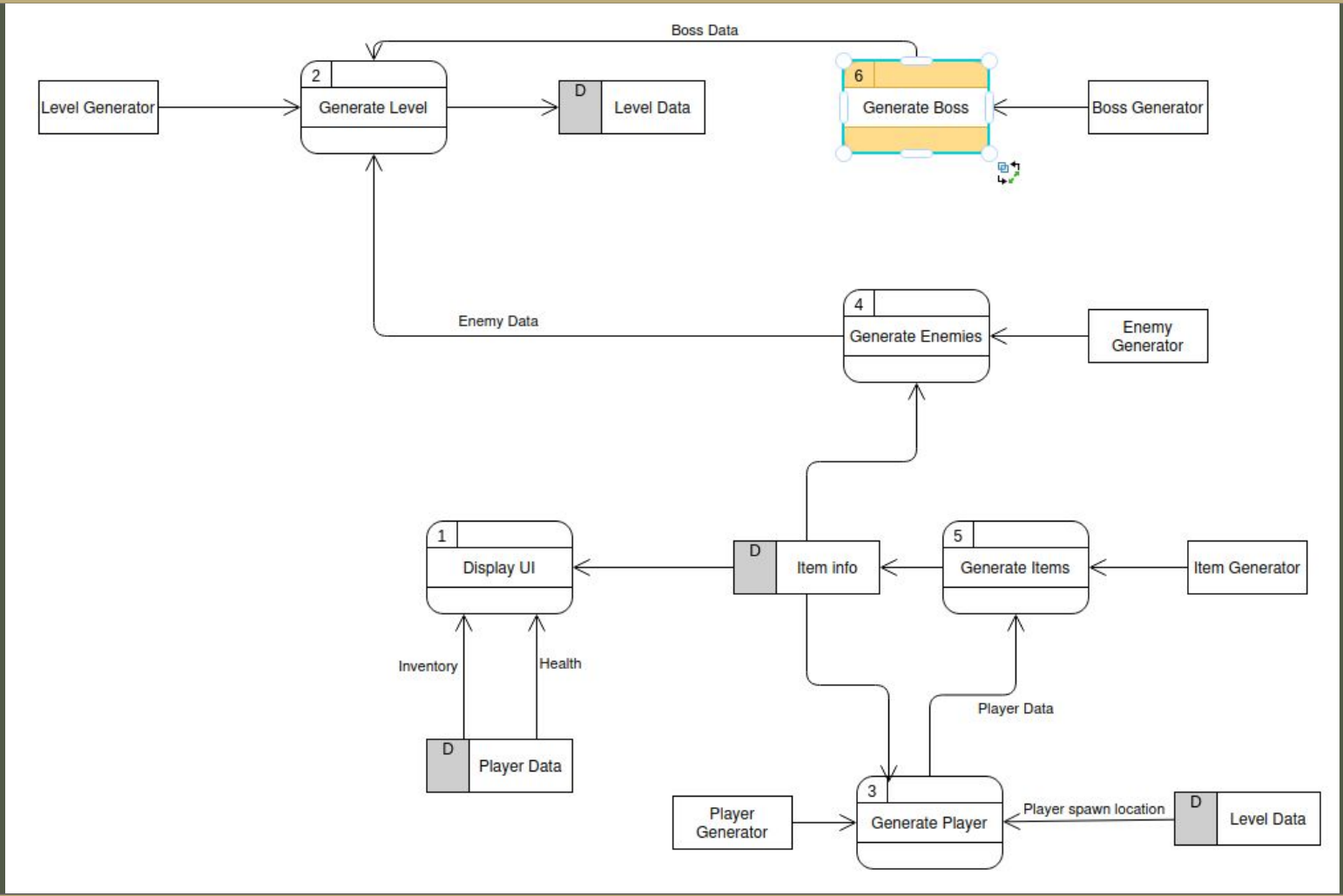
You fight *The Overlord* and defeat him.

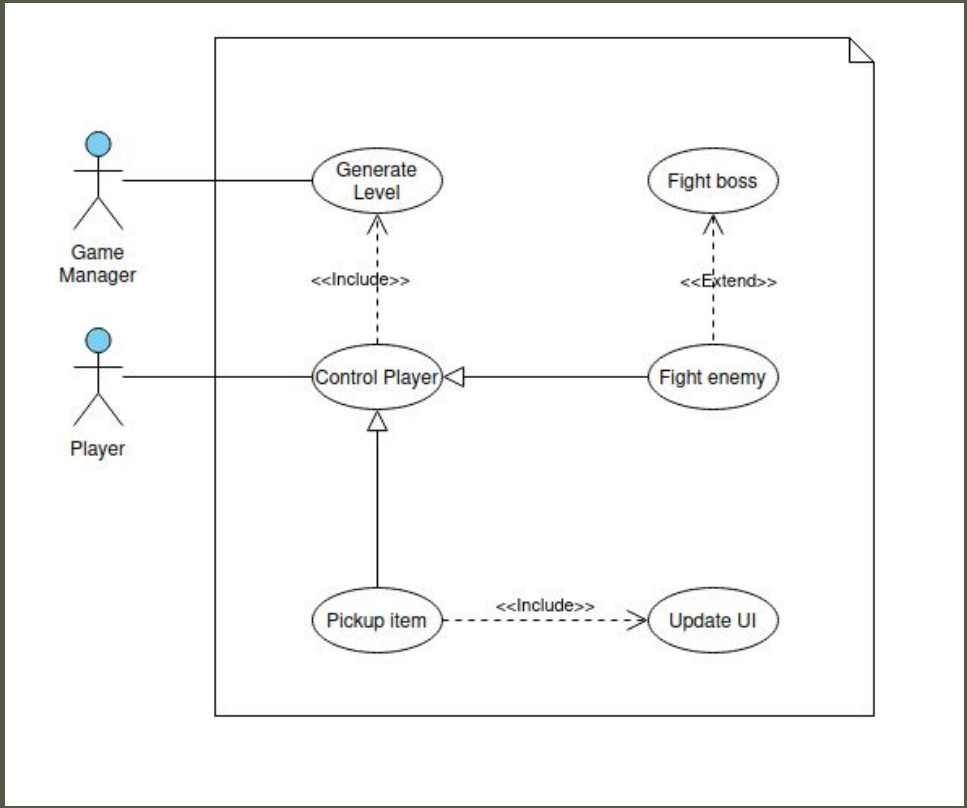
Dialogue:

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




Boss Data
2
Generate Level
Level Generator
D
Level Data
6
Generate Boss
Boss Generator
Enemy Data
4
Generate Enemies
Enemy Generator
1
Display UI
D
Item info
5
Generate Items
Item Generator
Inventory
Health
D
Player Data
Player Data
3
Player Generator
Generate Player
Player spawn location
D
Level Data

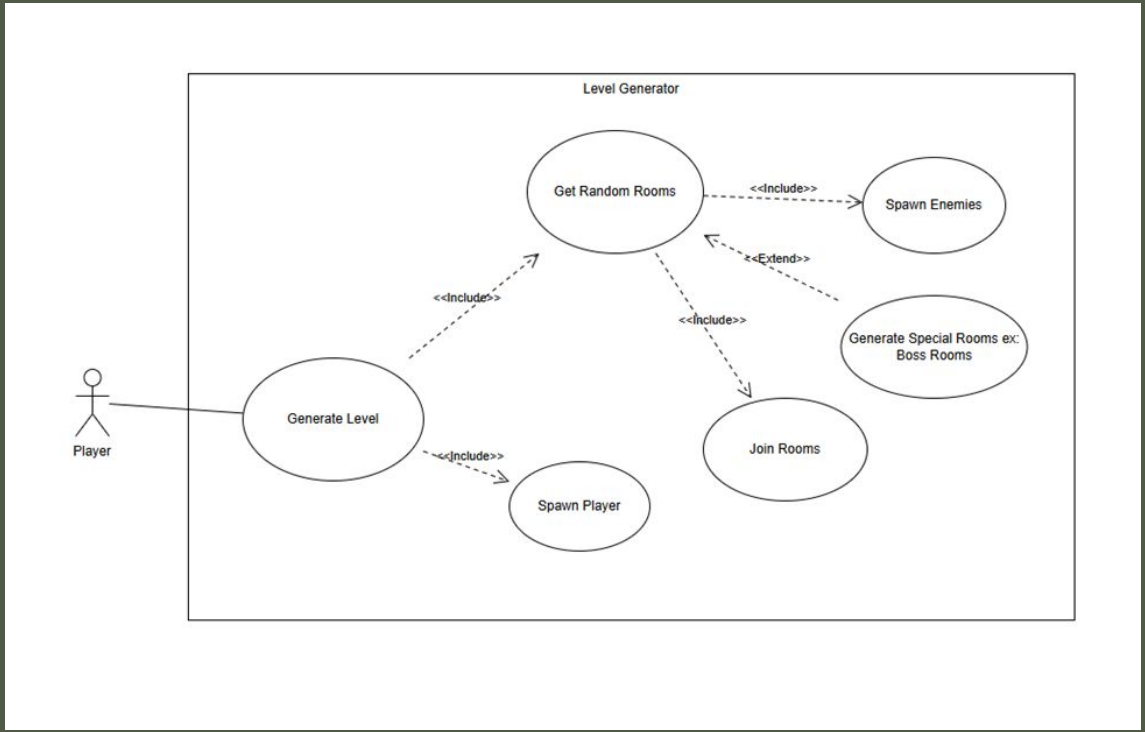

Game Manager
Player
Generate Level
Control Player
Pickup item
Fight boss
Fight enemy
Update UI
<<Include>>
<<Extend>>
<<Include>>

Level Generation

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

Jacob - Team Lead 2

Use Case Diagram



Jacob - Team Lead 2

Class Diagram (first draft)

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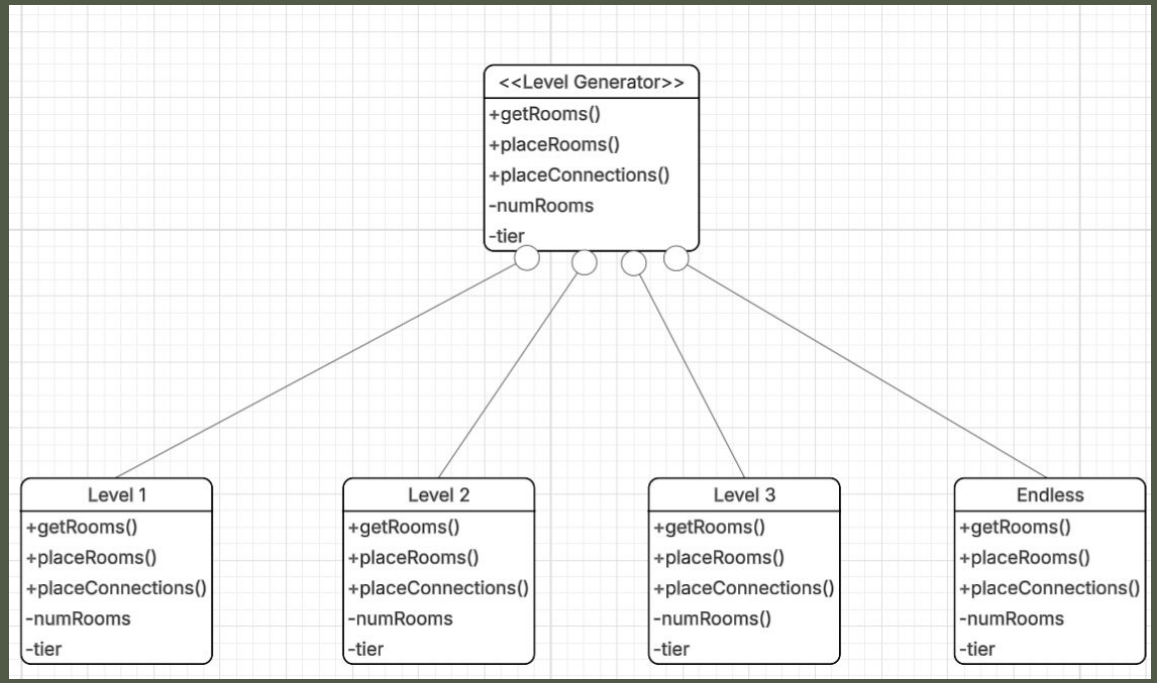
- The real class diagram will be done saturday



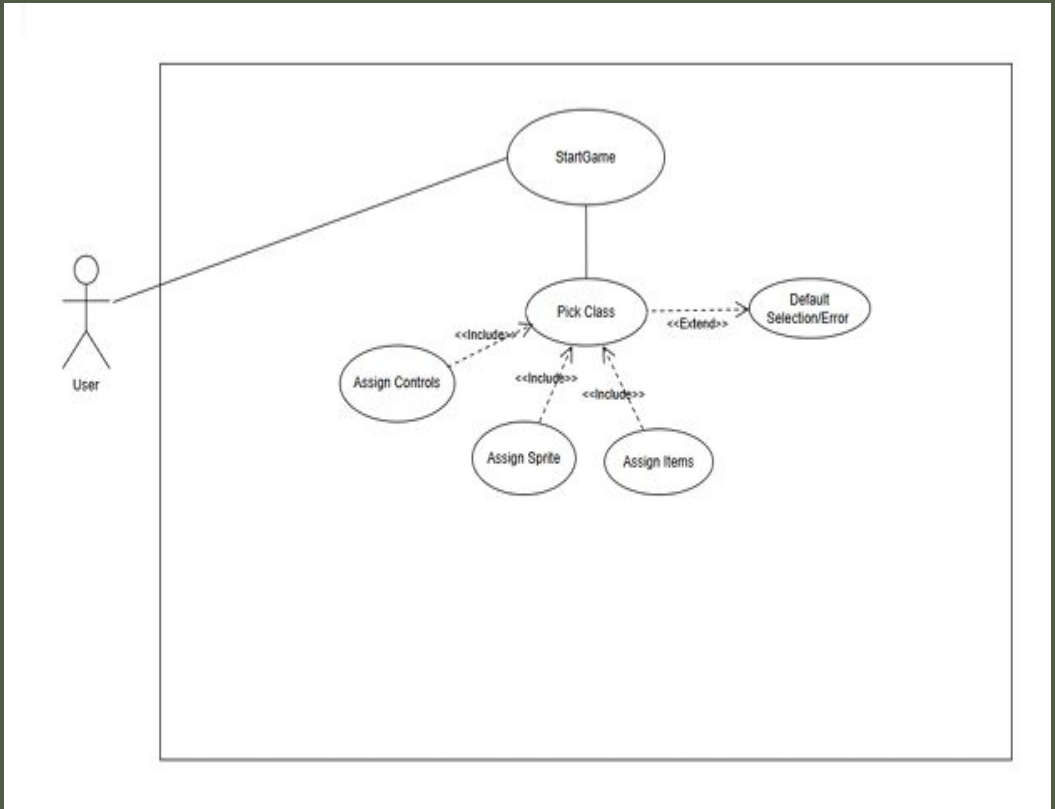
Jacob - Team Lead 2

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

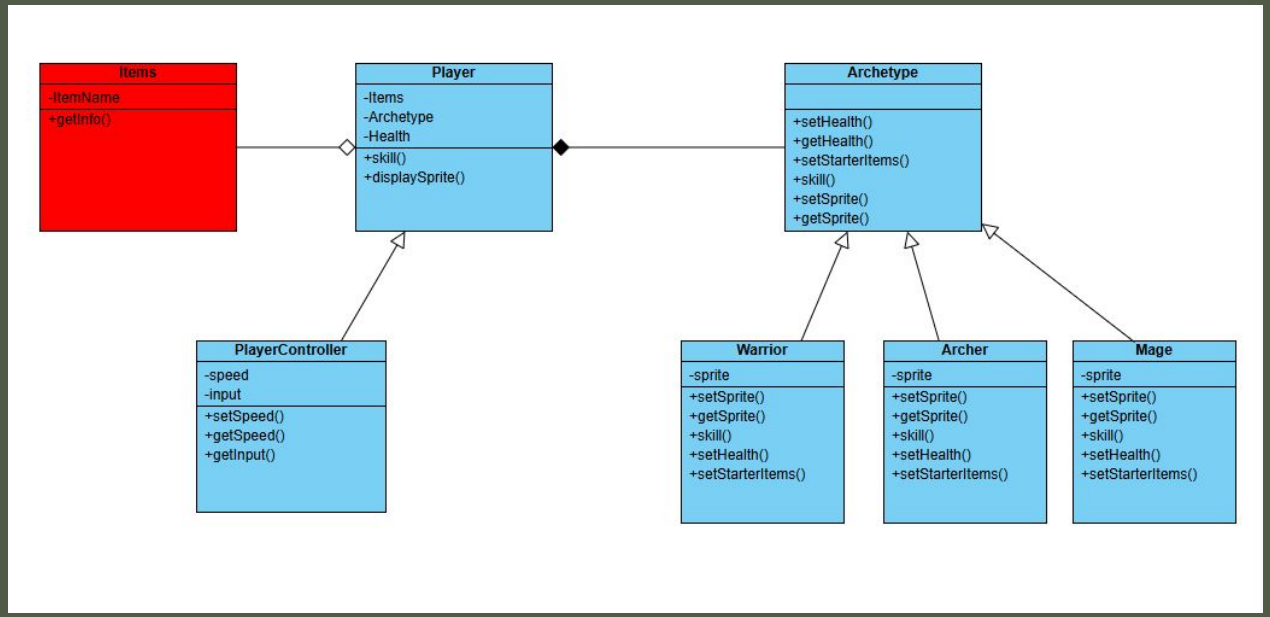
Chris-Team Lead 6

Player Overview- Use Case



Chris-Team Lead 6

Player Overview- Class Diagram



- Bridge Design
- Aggregates items
- Composition of Archetype

Chris-Team Lead 6

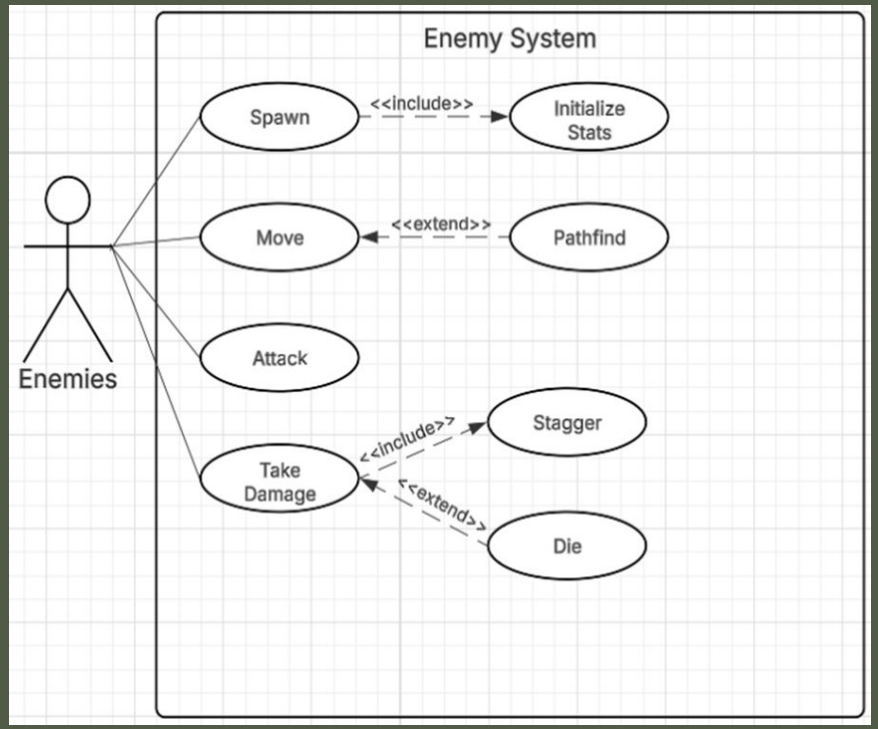
Enemy A.I. - Overview

- 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

Ryan - Team Lead 5

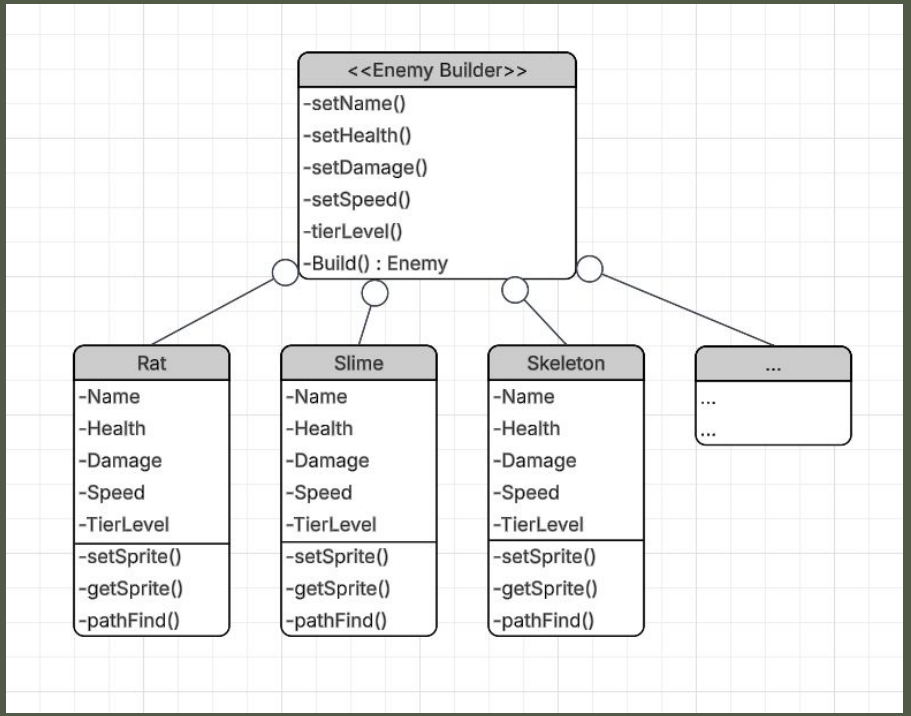
Enemy A.I. - Use Case



Ryan - Team Lead 5

Enemy A.I. - Class Diagram

- Builder Design
- Construction of objects through its representation
- Allows for customizing multiple classes

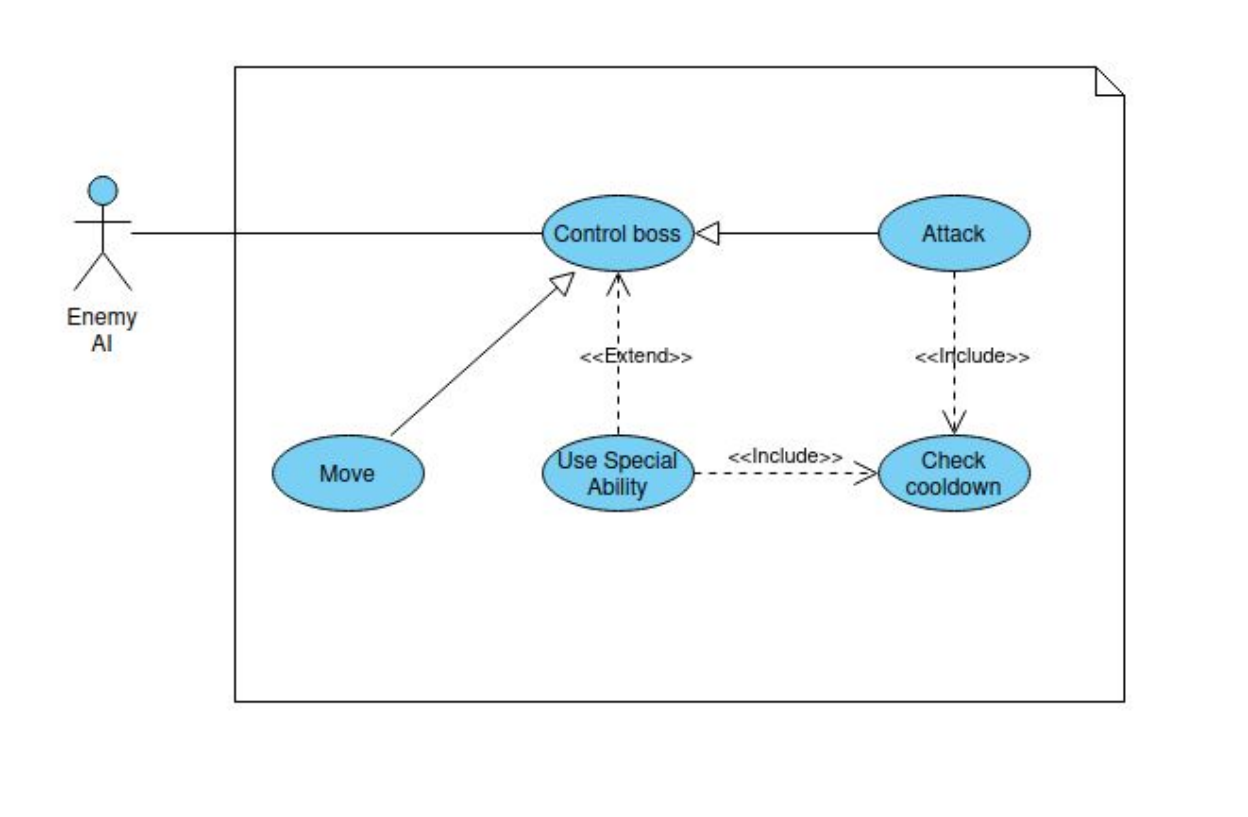


Ryan - Team Lead 5

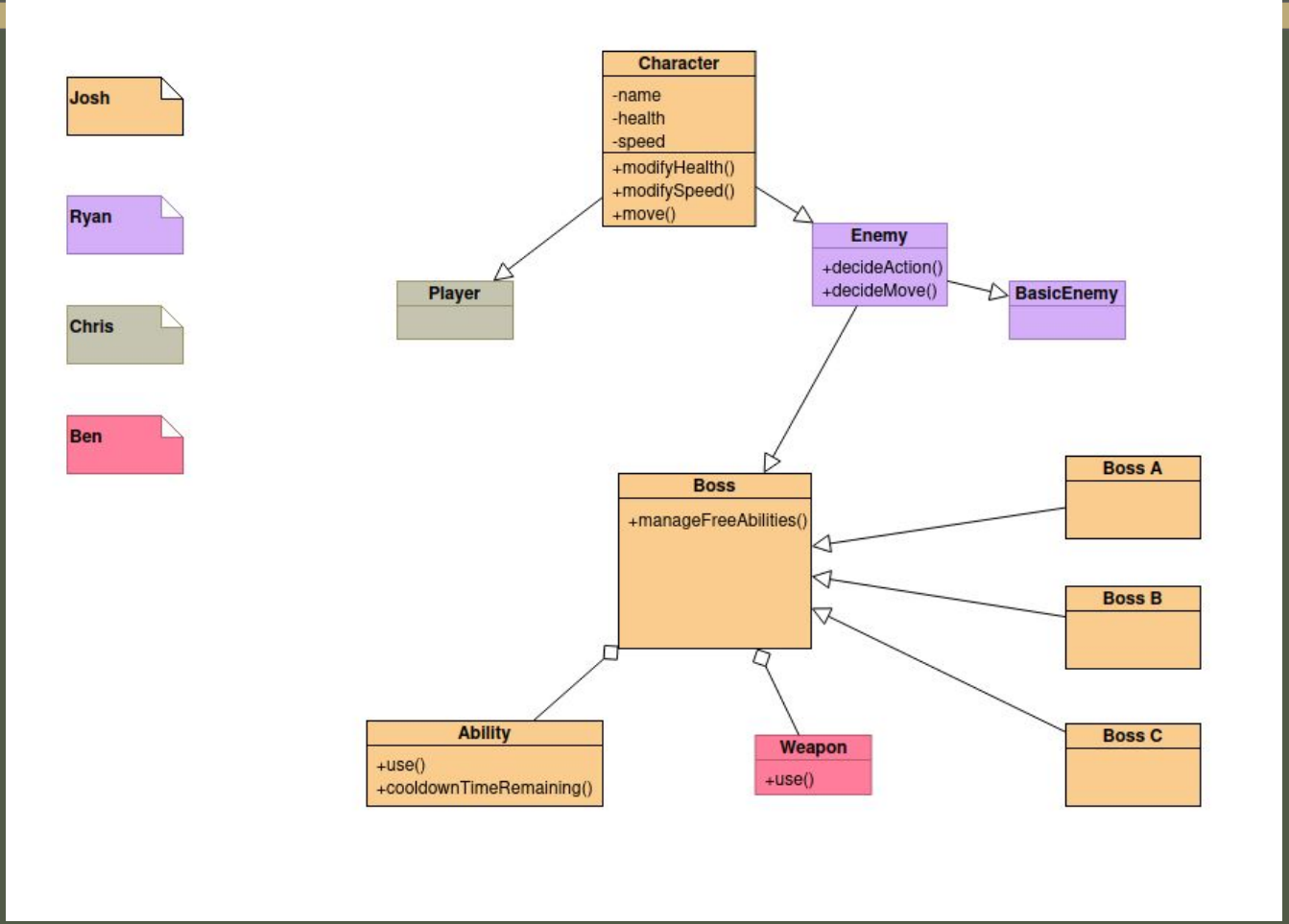
Boss Fight Encounters

- 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 - Team Lead 1



Josh - Team Lead 1



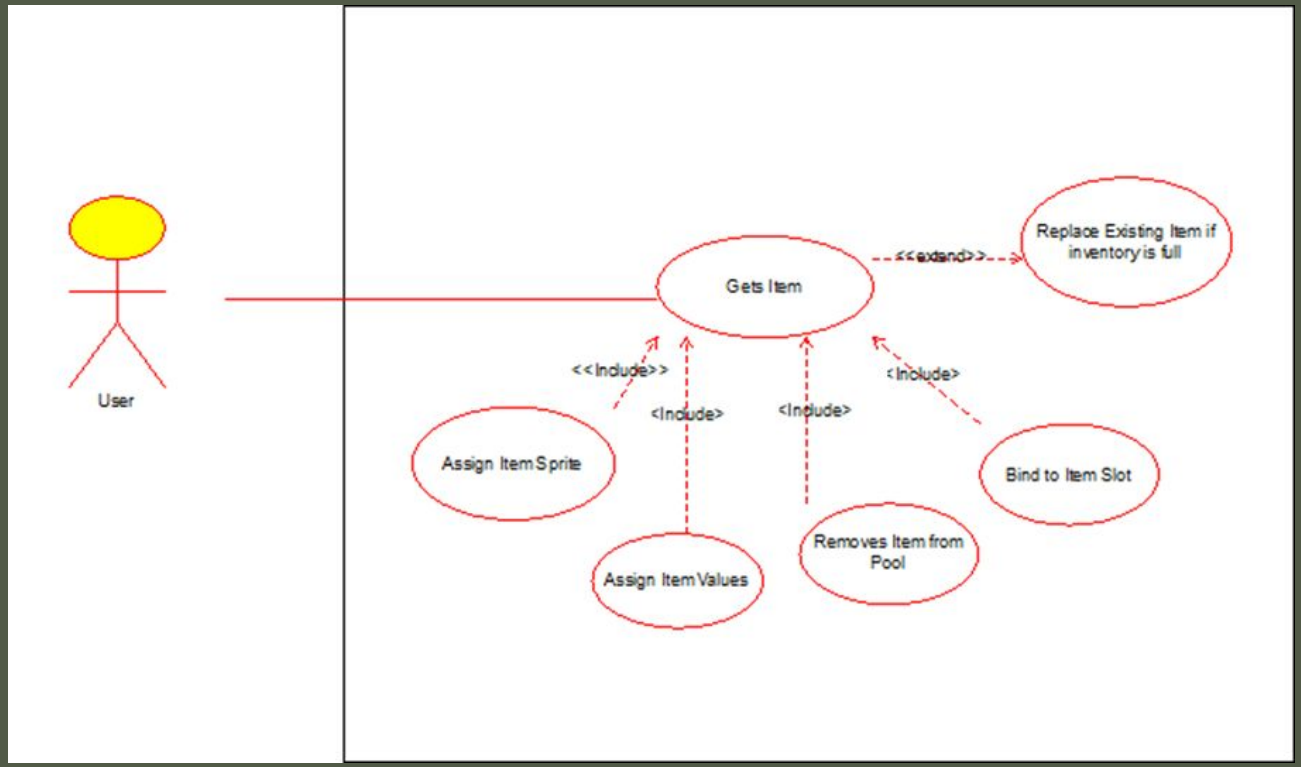
Josh - Team Lead 1

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

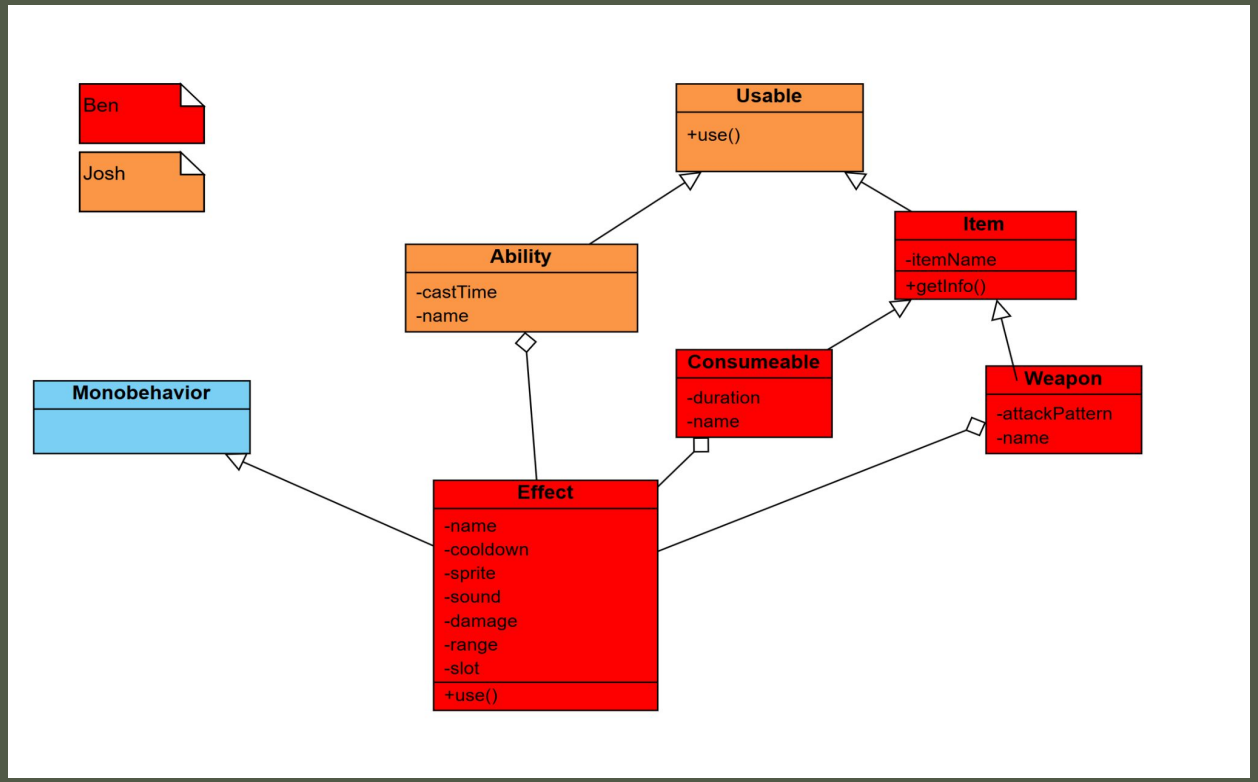
Ben - Team Lead 4

Item/ability Implementation - Use Case



Ben - Team Lead 4

Item/ability Implementation - Class Diagram



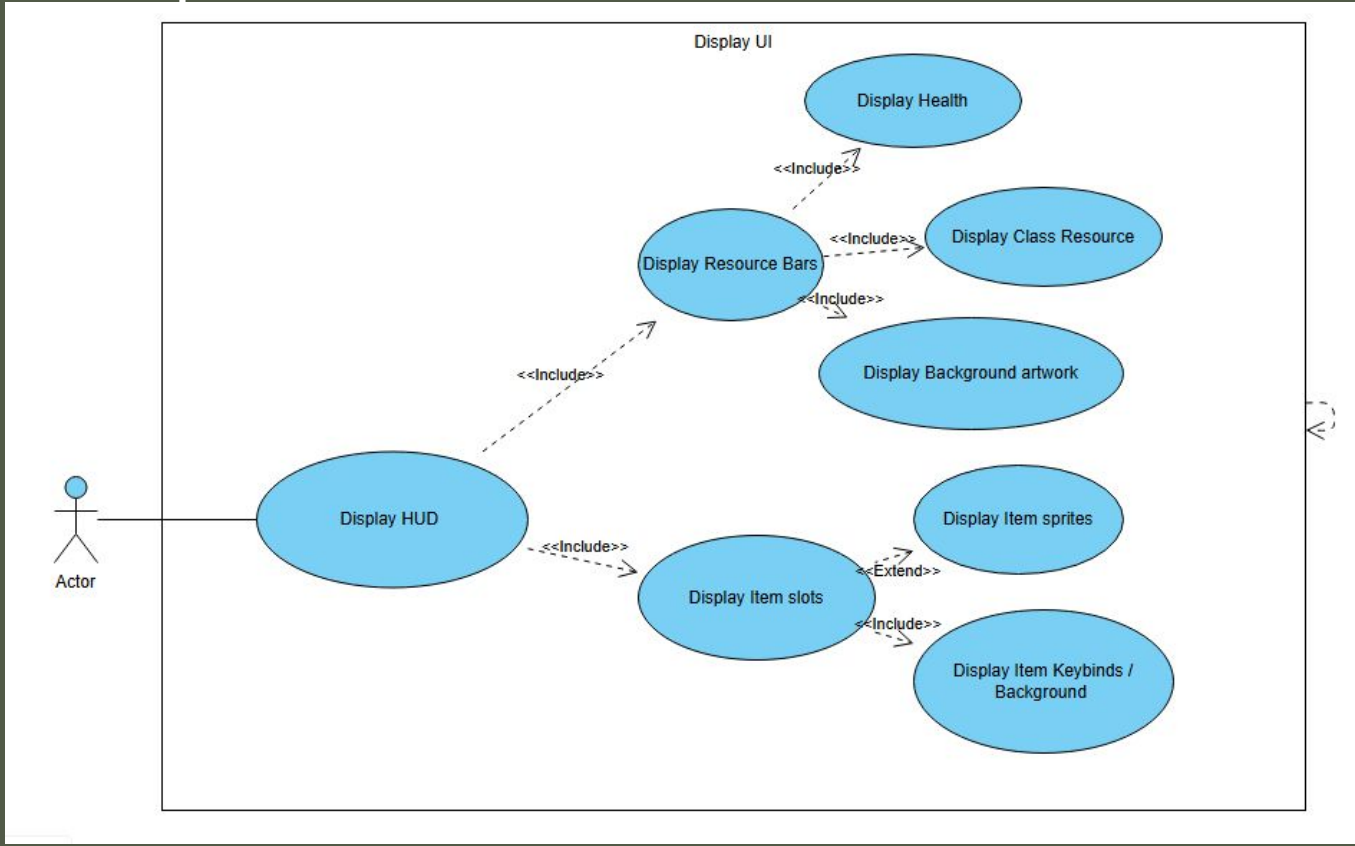
Ben - Team Lead 4

UI HP and Resource bar item bag and Menu

- Menu With three options, One to start the game one to go over the rules and controls of the game and the finally and option to quit the game.
- Display your characters current hp and class resource amounts on your screen.
- Hp bar will flash if below 20%
- If you try to use an ability when you don't have enough of your classes resource will also make a no mana sound.
- Will display what items you have and what the keybinds are for the items.

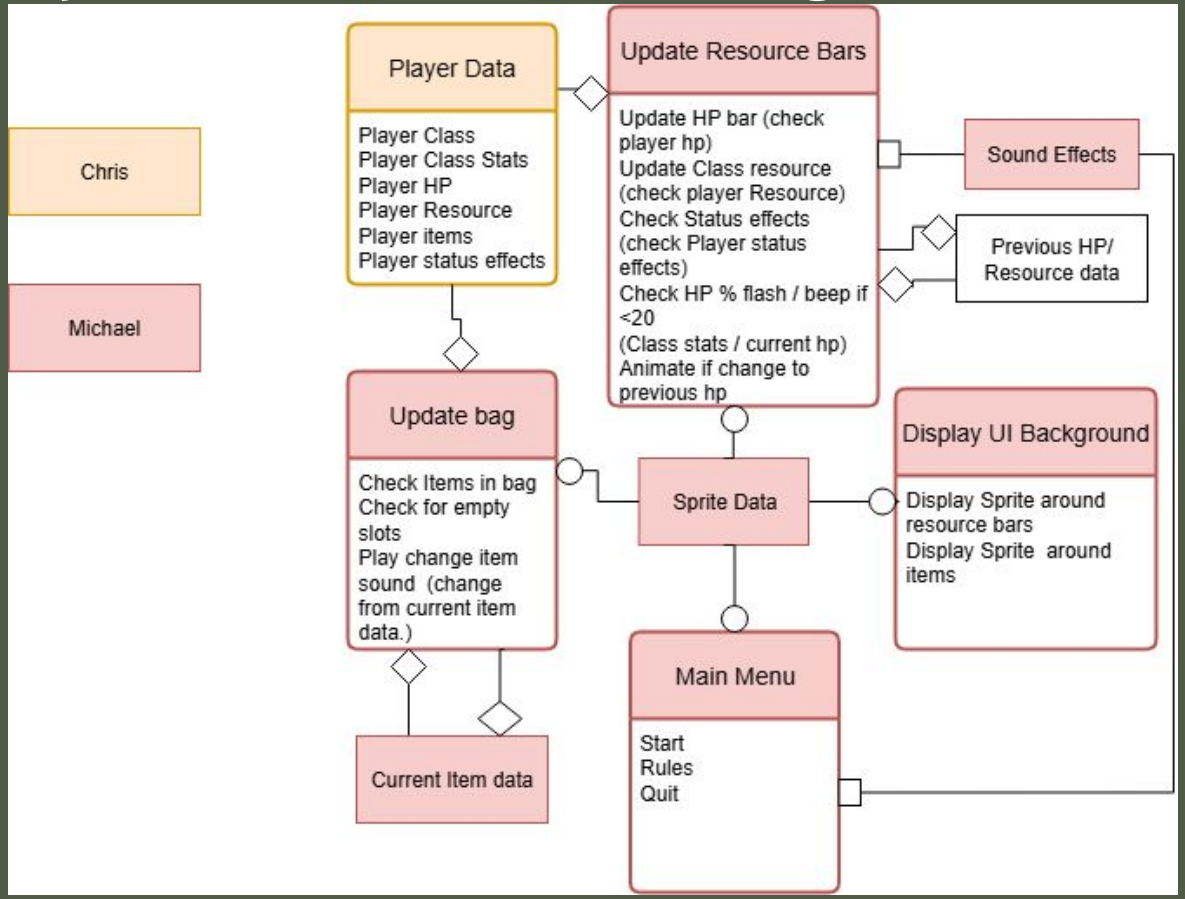
Michael - Team Lead 3

UI Implementation - Use Case



Michael - Team Lead 3

UI Implementation - Class Diagram



Michael - Team Lead 3