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Course: Intro to Game Design

Final Game Proposal

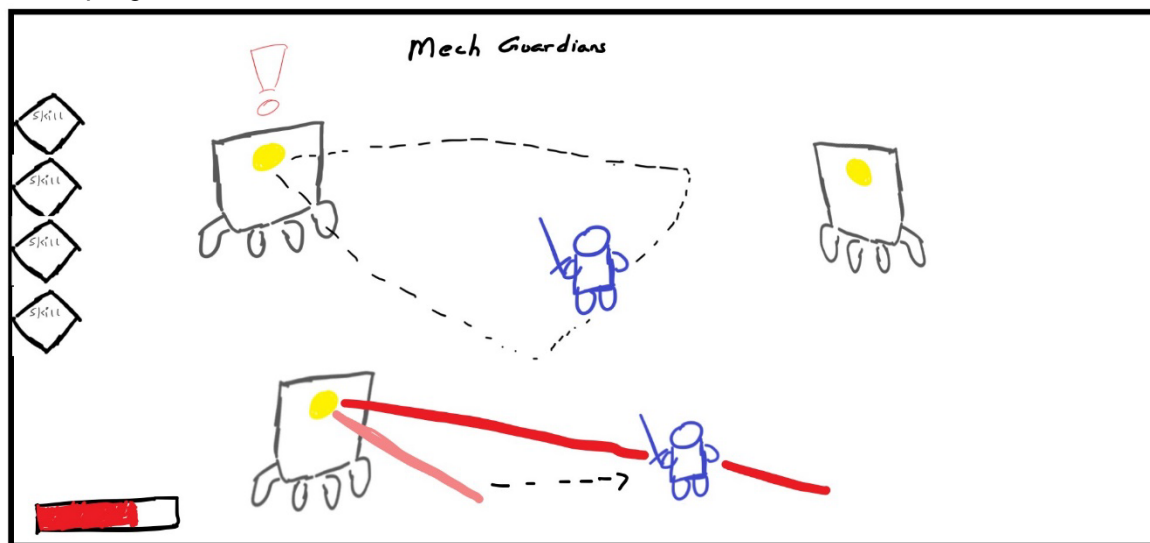
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Concept/Theme:

My game mechanic is dealing with the enemies of the game. What form of patterns their attacks will be, their health, damage, and the AI aspect of the enemy itself. The enemies to be like games like Hollow Knight, Dead Cells and Hades where enemies are unique in their own way.

Enemy One: Mech Guardians

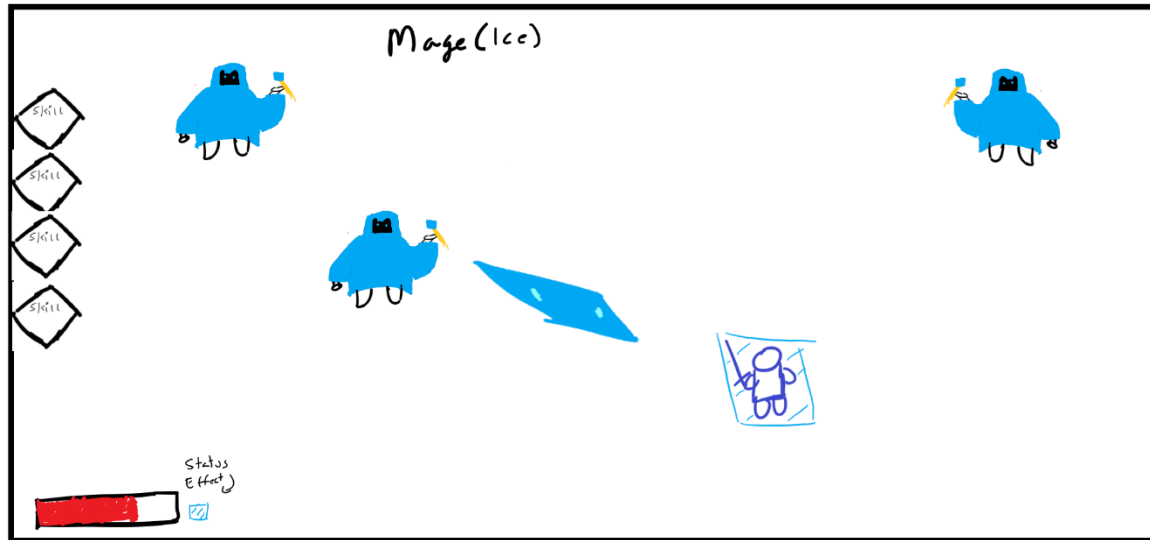
Mech Guardians: The Mechanical Guardian patrols its area at a very slow pace, scanning for players within its detection radius. Once a player enters this zone, the Guardian locks on, indicated by an exclamation mark (!) above its head. It then pauses momentarily to charge before firing a laser beam toward the player's position. As it fires, the Guardian slowly rotates its body, causing the laser to sweep across the ground in an arc. This combination of slow movement and rotation adds complexity. Players must remain aware of both the Guardian's gradual advance and the shifting laser beam. The Guardian's weak spot, highlighted in yellow, is exposed during its attack, providing a strategic opportunity for players to strike when it rotates away. This mechanic encourages dynamic engagement, requiring players to stay mobile and exploit openings as the Guardian's attack progresses.



Enemy Two: Ice Mage

Ice Mage: Inspired by the Abyss Mage from Genshin Impact, the Ice Mage is a ranged enemy that launches high-speed icicles toward the player. These projectiles travel quickly, requiring the player to maintain constant movement to avoid being hit. When an icicle successfully lands, there's a chance it inflicts a status effect that temporarily freezes the player, trapping them in place, as

shown in the diagram. Once frozen, the player must rapidly move their controls to break free, making them vulnerable to follow-up attacks or other threats in the vicinity. The Ice Mage takes advantage of this by maintaining a distance and continuously launching more icicles, forcing players to stay agile and adapt their strategy. This enemy mechanic encourages quick decision-making and rewards players who stay alert and mobile during combat.



Enemy Three: Fire Mage

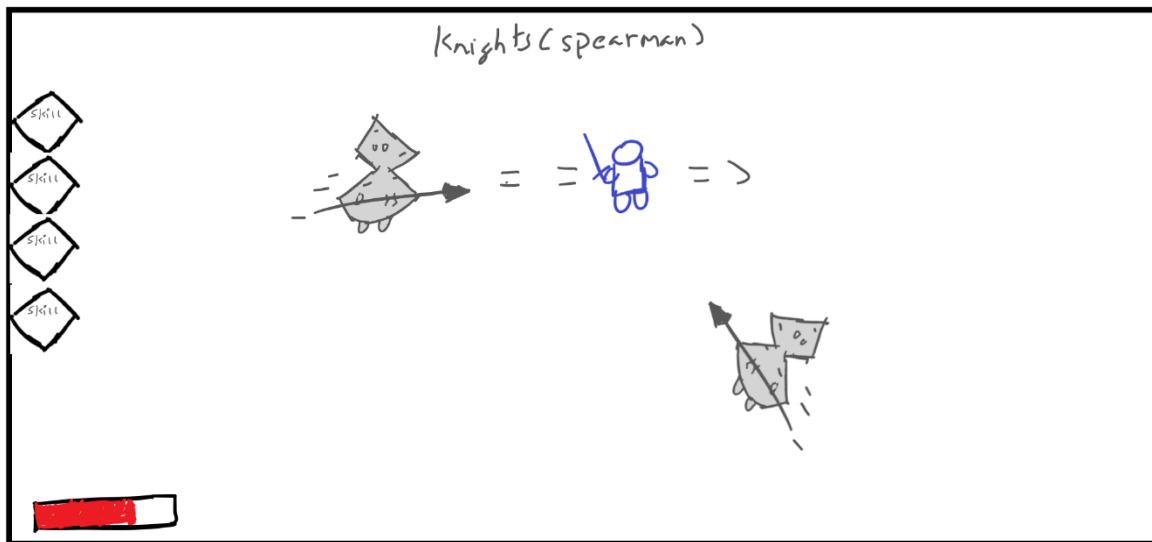
Fire Mage: The Fire Mage, inspired by the Wretched Witch from Hades, serves as a ranged enemy capable of launching up to four fire orbs in a set direction toward the player. These orbs travel at a moderate speed, requiring the player to react and maneuver quickly to avoid being hit. When the orbs make contact with the player, they have a chance to inflict a burning status effect, dealing continuous damage over time. The Fire Mage's attack pattern forces players to stay on the move, dodging in a way that prevents them from being overwhelmed by multiple projectiles. As it launches its attack, the Fire Mage stands stationary, giving players a small window of opportunity to strike back or find cover. This mechanic encourages a balance between offense and defense, making encounters dynamic and requiring players to adapt to the mage's patterns effectively.



Both the Ice and Fire Mages also have a fragile shield that can be broken with a single hit and possesses the ability to teleport short distances, though both its shield and teleportation ability have very limited health, making them easy to overcome.

Enemy Four: Knight Spearman

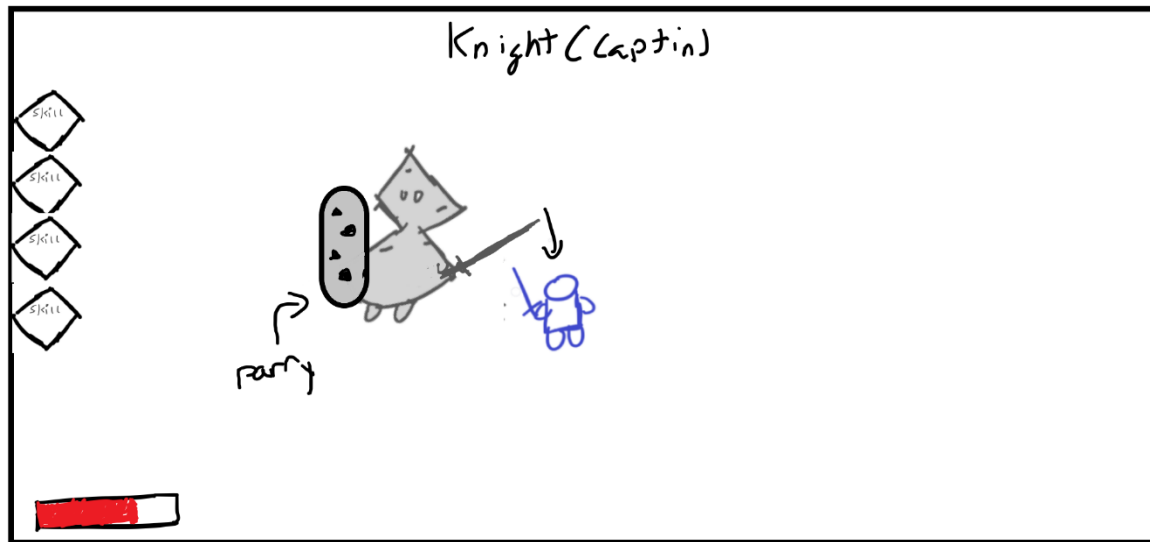
Knight Spearman: The Knight Spearman is a close-range enemy that telegraphs its attack by displaying an indicator showing the direction it will charge. After a brief delay, it dashes forward in a straight line, attempting to pierce through the player with its spear. This charge deals massive damage if the player is caught in its path, making it crucial for the player to quickly react and dodge out of the way. The Knight Spearman's attack pattern encourages players to stay alert and look for opportunities to strike while the enemy is preparing or recovering from its charge. This enemy's design adds tension and forces players to time their movements precisely to avoid taking heavy damage.



Enemy Five: Knight Captain

Knight Captain: The Knight Captain is a mini-boss that is able to parry the player's initial attack, retaliating with a powerful swing of its sword that deals heavy damage as a counter. Its larger size compared to the Knight Spearman makes it more imposing, and its reach makes close-quarters combat more challenging. This design forces the player to be cautious with their attacks and encourages them to look for openings to strike, rather than engaging recklessly. The Knight Captain's parry and heavy swing mechanics create a high-risk, high-reward encounter, making it

essential for players to time their movements and attacks carefully.



Both the Knight Spearman and Knight Captain share a primary weakness: their unprotected backs. This encourages the player to strategically dash behind them to exploit this vulnerability, rewarding those who take the risk to maneuver around and attack from behind while avoiding the knights' frontal assaults.

Target Audience:

The target audience would be a variety of people who like more indie, action and exploration games, mainly dealing with survival and action while keeping it simple to get into yet challenging later in the game as the enemies get stronger. The game is intended for a PG13+ audience especially with players who like games like Hades, Dead Cells, Genshin Impact, Breathe of the Wild, and Hollow Knight will like these games.

Visual Design:

I will make more of a 2D pixel game since it suits the theme of the possibly similar to Enter the Gungeon, and Vampire Survivors and wanted each enemy to look unique from one another as well as their attacks.

Scope of Demo:

This semester, I will implement and code the core mechanics for all five enemies using the Godot engine. For the Mech Guardians, I will develop their patrol behavior, detection radius, body rotation, and sweeping laser attack. The Ice Mage will require coding its ranged attack patterns, projectile speed, freezing status effect, small shield, and teleportation ability. For the Fire Mage, I will implement the fire orb launching behavior, burning status effect, as well as its small shield and teleport mechanics. The Knight Spearman will have its charging attack, directional indicator, and damage upon collision. Lastly, the Knight Captain will involve creating the parry system, counterattack behavior, and its larger hitbox/movement. I will work on enemy AI, collision detection, and player-enemy interaction to make sure each enemy behaves as designed.

Additionally, I will collaborate with my teammates to integrate these mechanics into a larger game project. This will involve working closely with them to ensure that my enemy designs align with the overall game design, testing compatibility with other mechanics, and refining the gameplay experience. Together, we aim to create a cohesive and engaging experience that showcases the synergy between different elements of the game.

The demo will focus on integrating all these mechanics, testing, and refining them for balanced gameplay.