Video Game – Knight Warrior or Something

Function (Object) list:

* Jump
  + Properties: jump to platforms, evade attacks,etc.
* Doors
  + Acts as a warp to another section of the map
  + Some doors are locked and need keys to be opened
* Worlds
  + Have roughly 3-6 mandatory levels in a given world. At the end of each world, fight a boss to get a special gem that is required to empower yourself to beat the dark wizard.
  + There is an extra level in each world in which you rescue sages in a remixed boss fight from the same world. If all of the sages are rescued in all of the worlds, the true ending of the game is unlocked where the player must fight through an extra world
  + World 1: Camelot Grasslands
  + World 2: Mining Tunnels
* Money
  + upgrades to health/sword
* Keys
  + Unlock doors in the maps
* Levels
  + Types of levels
    - Normal: includes basic platforming mechanics, enemies, and a mini-castle at the end which has a miniboss (same kind for each world, we’re on a low budget [$0] for this)
    - Grassland: chill and laid-back grass layout. Nothing out of the ordinary.
    - Cavern: dark and hard to see in. Can use fire rod to light torches when acquired.
    - Ice: slippery physics
    - Fire: Lava and volcanoes everywhere
    - Castle: End of a world. A player must jump through the traps to overtake the castle from a bad guy. Boss fight at the end.
    - Town: chill place. Player can buy health potions and upgrades to swords.
  + At the end of each level the player must “take” a small castle on.
  + Levels are a mixture between combat (being aware of enemies) and jumping from platform to platform and over lava
  + Final level of a given world (3rd or 4th) involves a short level through a castle and then fighting a boss.
* Swords: Select one of the following at the beginning of a level.
  + Normal. Does equal damage to everything. When the player acquires magic, can launch a magic projectile from sword.
  + Fire rod. Requires magic, can be launched from afar and deal massive fire damage. Can break fire barriers.
  + Ice Sceptor. Requires magic, launches ice missiles that shatter and has a chance of freezing enemies. Can freeze water
  + Deity’s Blade. Requires magic, launches magical sword beams at anything. Can break any kind of barrier.
* Magic
  + Introduced in second World. With each use, drain a certain amount of magic. Magic recharges on its own.
* Enemies
  + Goblin
  + Big Goblin
  + Dragon Larvae
  + Dragon
  + Ice Goblins
  + Dark Wizard Apprentice
  + Bosses:
    - World 1: Goblin King
    - World 2: Dragon
    - World 3: Frost Queen
    - World 4: Dark Wizard
    - World 5: Necromancer
    - Miniboss: Dark Wizard’s Phantom

Story

Long ago, the kingdom of Camelot lived in peace. One day, that all changed when the goblins of the nearby mines invaded the kingdom and stole the King’s one and only daughter. The king immediately retaliated by sending his knights to take his daughter back. Of course, all of his knights are immediately killed except for one.

World 1:

The lone knight manages to fight through the invaded Castle, across the planes of Camelot, and into the goblin mines. The knight manages to kill the goblin king. After freeing the princess, she tells the knight that she is one of four kidnapped princesses across the lands. She informs the knight that the Dark Wizard kidnapped the princesses for some insidious scheme that she fears will bring terror to the lands. She bestows the blessing of magic upon the knight and sends him on his way.

World 4: Dark World

The Dark Wizard frees the Necromancer, who proceeds to kill the Dark Wizard.0