Project Brief: Making a Modern Metroidvania with an Interesting Story - Hercules

Overview:

For my project I want to make a video game of the metroidvania genre but remaster the features to make it appeal to a more modern audience. I also want to create a nice story and fluidity to the gameplay which will help make the game feel smoother; whilst also not giving too many hints and guidance to the player so that it feels a bit challenging and put the game in the hands of the player.   
I want to remaster the old genre to make it available and more exciting with the new video-game market standards. Old metroidvanias, such as the Metroid series of games and Castlevania, can get a little dull and there is not much story behind them and that they fall behind when it comes to modern standards. On the other hand, modern games are not as challenging as the old metroidvanias, which is a game aspect many consumers enjoyed. My main inspiration is the new, modern game called “Hollow Knight.” Another inspiration for my project and which is going to be similar to my game is a Nintendo Entertainment System game called Kid Icarus.

Language:

I will use Python with the public modules such as Pygame, tkinter, Math, mySQL, GUIZero. I will also create a library myself with common and useful modules to make the game script shorter, easier, and quicker for me to code.

Main project objective/success criteria:

1. Mobile game
2. Story oriented
3. Develop characters/ make them recognisable to that know about greek-mythology
4. Add a currency
5. Create a fully functional game with functional physics and little to no bugs
6. Load each section of the map from CSV files into the game. Also string multiple CSV files to create a good-looking map.
7. Homepage with a ‘signup’ and ‘login’ widgets, blimps, and background
8. When a player signs up, a new account is made and saved to a database
9. When a player logs in and/or sign in, a connection is made with a database and details are verified to make sure the account exists before starting the game
10. When the game is playing ‘options’ widget in the corner for the player to access to modify game settings such as the sound volume, muting certain sounds, difficulty settings, save and load, etc.
11. Another widget to bring up the game map and show where the player is on the map
12. Have identified items show on the map
13. Have another widget for player customization such as different gear and see what upgrades the player has on currently
14. Another menu screen to see all the progress made
15. All these widgets can be put into a menu accessible by only one widget in the corner for less cluttering
16. Create a story to the game which has a theme of Greek Mythology to make the game interesting and to create a background story
17. Have little boss battles to gain items and free the gods
18. Have different side missions such as bringing items to gods to get them blessed
19. Blessed items are accessible in the customization menu to use and find out more about
20. When blessed items are unlocked and equipped, different game mechanics are used
21. Each freed god can be seen in the menu for the player to see what they have accomplished
22. Each freed god will increase health and strength
23. Every part of the map will be accessible from the start, but it will be harder to progress if previous parts of the game are not completed first

Why is this a suitable project:

This is a suitable project because it will show my skill with object-oriented programming. It will be suitable because it will also be an opportunity for me to highlight computational thinking within the processes of the project. My main objective for this project is to remaster and modernize a loved-by-many genres of games to make it more accessible and fun to people in today’s time. I will do this by adding more player customization and control over the settings of the game such as save files, difficulty settings, sound settings. I will also add an interesting storyline for the user to get involved in. Save files and difficulty settings. Each one of these sections will need thorough planning and computational forethought for them to be successful. This is important because the gaming industry can be very judgmental and meticulous about games and their quality so for this game to be a success in the real world, I will need to make sure that everything is thought out; the less problems there are, the more recognition the game gets, the closer I get to my goal of reviving the dead genre of metroidvania games. I will also create all the pixel art on my own using a web application called Piskel; from characters, enemies, allies, animations, special effects, items, background items, and backgrounds. This will ensure there is a unique experience and environment for the user to play in.