

Game Proposal

I will build a game based off of a Dungeons and Dragons inspired turn-based combat system. First, I will create a simple level that allows the player to get a sense of the space and movement before engaging in combat. Through exploring, the player is led to a very obvious combat arena, in which is a single enemy. By entering this area, turn-based combat will begin. The player will have the opportunity to move a certain amount of distance on their turn and then make an attack. I intend to give the player a variety of abilities that they can use to defeat their opponent. Most of these abilities and the complexity of them will rely on well I am able to make a turn-based system in the first place, as I know that there are many difficulties involved in something this complicated. I think the main purpose of this game will be a learning experience into making a turn-based system rather than focusing on making a marketable game as a whole. This game is intended to be a demo of sorts as to what a larger game in this style might look like and how it might work.