Into the Dojo (Working Title)

“Ascend to the top of the tower.”

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Game Overview

*Game Concept*: Run, Sneak and Throw Stars to defeat enemies and ascend the tower.

*Genre*: Arcade-Style Action Game

*Target Audience*: All Audiences

*Game Flow Summary*: Complete each floor quickly and earn the highest score by

fighting floor after floor of enemies.

Gameplay and Mechanics

*Progression*: Each floor/level becomes increasingly difficult (more enemies, tougher

enemies)

*Challenge Structure*: Sneak around to avoid being swarmed by enemies on each floor. If

one is alerted, all enemies are alerted.

*Objective(s)*: Complete all the floors without dying.

*Mechanics:*

*Physical* – Gravity and obstacles. (Possibly traps.)

*Movement* – Movement in two horizontal axis directions using WASD. (Possibly

jumping.)

*Objects*:

Ninja Stars – Regenerate ammo automatically. Throw them by clicking

toward enemies.

Sword – Press E to swing in forward direction.

*Combat*: Enemies patrol until one enemy is alerted. They attack with swords

when in range. (Possibly throw stars of their own in later levels.)

Story, Setting and Character

*Story*: You are a Ninja staging a single person/stealthy raid on an enemy Samurai Boss’ tower.

*Game World*: Eastern Asia style tower and rooms.

*Characters*: Main Character is a generic Ninja. Main boss is a generic Samurai with Samurai

henchmen forces.

*Levels*: Each level is a floor of the tower. The definite floor/height of the tower is to be

determined.

*Interface*: UI has health bar and star ammo bar. Some text popups are present in the tutorial.

*Artificial Intelligence*: Enemy agents use a FSM for patrolling and chasing/attacking and A-star

pathfinding for movement.

*Target Hardware*: PC or Mac, using Unity Engine and no network requirements.

*Game Art*: All made in house, preferably. May seek some free items from Unity Store and

elsewhere.