

Team Name: would you love me if i were a worm?

Team Members: Allen (CS), Moses (CS), Tristan (CS), Peter (CA)

Intro to Game Dev, CMSC 391 / COAR 463, 2023 Fall

Project Name: would you love me if i were a worm?

Genre & # of players: Horror Roguelike - 1 player

Summary: You are turning into a worm monster, have been kidnapped and put into a mysterious laboratory, and now you need to escape. Dodge scientists, security, and even other experiments while grappling with your mortality and the impermanence of human connection.

Unique Selling Point: Combines the replayability of a roguelike with the story discovery of a more traditional horror game, and come on, who doesn't want to turn into a worm?

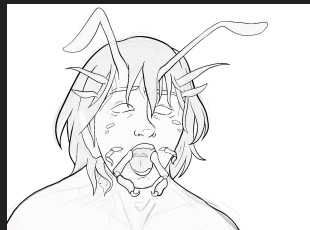
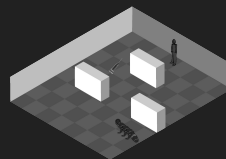
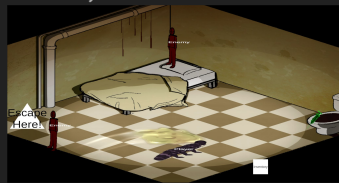
Platform and Input Type: PC & keyboard

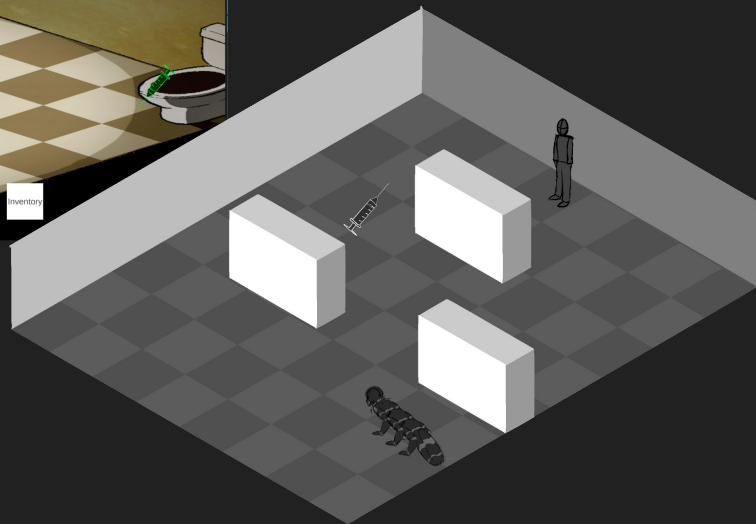
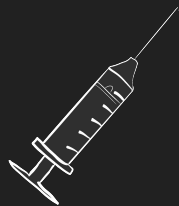
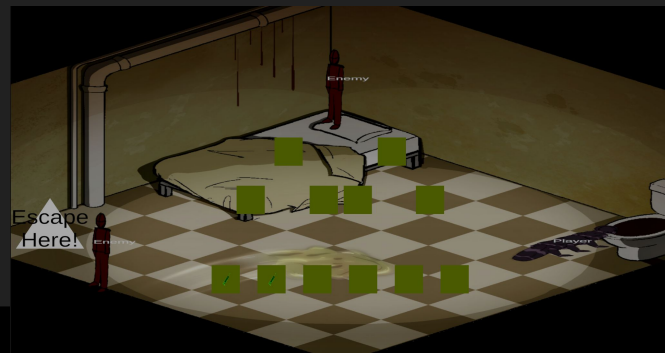
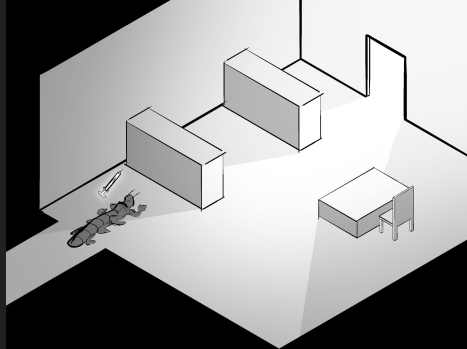
Age range / Audience: 13 and up or 18 and up / Body horror and roguelike enthusiasts

MVP Game Loops: Spawn, pick up item, equip item, hit or dodge enemy, win or lose, restart

Monetization: Undecided - will depend on product, but most likely free

Visual Style (Mood Board & Concept Art):





Major (custom) assets:

- UI (health bar, mutation screen, etc)
- Player sprites (animations)
- Enemy sprites (animations)
- Environment (rooms/hallways)

Filler (may be from libraries):

- Still story artwork (not library)
- Pickups
- Dialogue System
- Sound effects

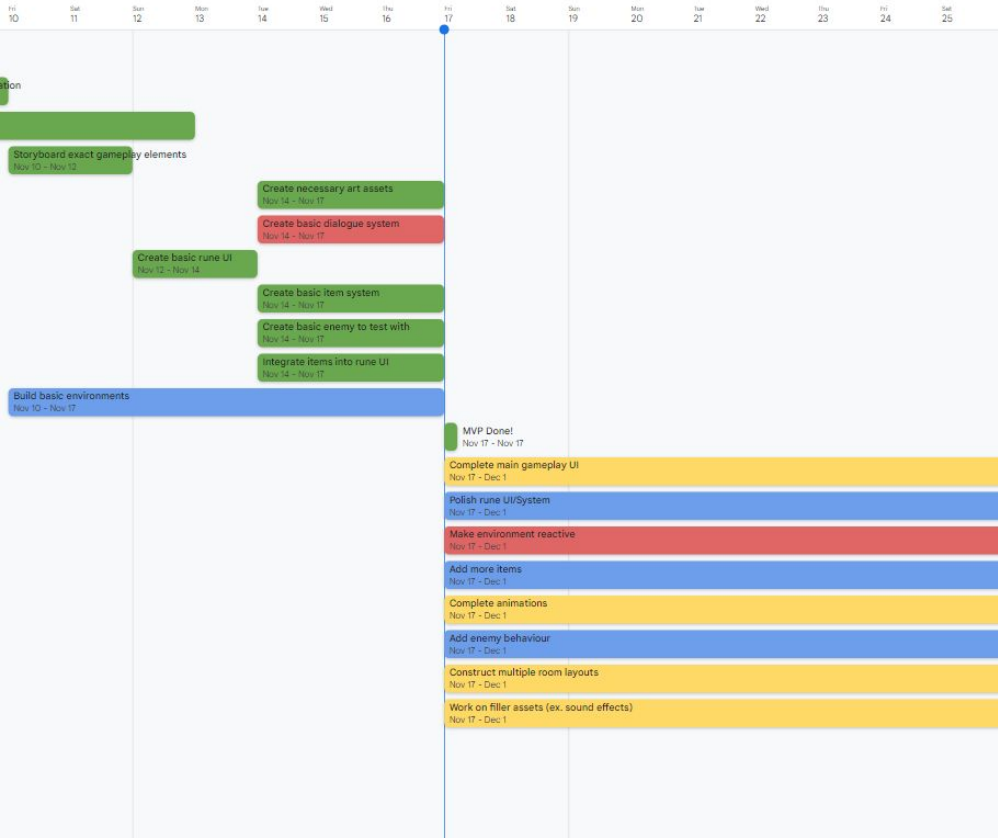
[Key]

- Complete
- In progress
- On pace for completion
- Low priority - may be cut

Script assets:

- Inventory system
 - Pickups
 - Item Interactions
 - Items affect player parameters
- Player Controls/Behavior
 - Attack
 - Stealth
- Enemies
 - Behavior
 - Stats
- Camera change
- Reactive Environment
 - Alarm levels
 - Enemies able to move between rooms if alert

5 Week Timeline



Task	Key People	Start	End
Refine design of game	Everyone	3 November 2023	8 November 2023
Pre-production presentation	Allen, Peter	8 November 2023	10 November 2023
Start work on project	Tristan, Moses	8 November 2023	13 November 2023
Storyboard exact gameplay elements	Allen, Peter	10 November 2023	12 November 2023
Create necessary art assets	Peter	14 November 2023	17 November 2023
Create basic dialogue system	Allen	14 November 2023	17 November 2023
Create basic rune UI	Allen	12 November 2023	14 November 2023
Create basic item system	Moses	14 November 2023	17 November 2023
Create basic enemy to test with	Allen	14 November 2023	17 November 2023
Integrate items into rune UI	Tristan, Moses	14 November 2023	17 November 2023
Build basic environments	Allen, Peter	10 November 2023	17 November 2023
MVP Done!	Everyone	17 November 2023	17 November 2023
Complete main gameplay UI	Allen	17 November 2023	1 December 2023
Polish rune UI/System	Allen, Tristan	17 November 2023	1 December 2023
Make environment reactive	Tristan, Moses	17 November 2023	1 December 2023
Add more items	Moses	17 November 2023	1 December 2023
Complete animations	Peter	17 November 2023	1 December 2023
Add enemy behaviour	Allen	17 November 2023	1 December 2023
Construct multiple room layouts	Allen, Peter	17 November 2023	1 December 2023
Work on filler assets (ex. sound effects)	Peter	17 November 2023	1 December 2023
Put everything together	Everyone	1 December 2023	7 December 2023
Final polish	Everyone	1 December 2023	7 December 2023
Submit Project!	Everyone	7 December 2023	8 December 2023

Put everything together
Dec 1 - Dec 7

Final polish
Dec 1 - Dec 7

Submit Project!
Dec 7 - Dec 8

References Used:

Each tutorial used is linked in the script it was used in

- [Inventory tutorial -](#) for mutagen screen
- [Full UI tutorial and Integrating inventory into game](#)
- [Very basic enemy behavior](#)

Copyright

All art is hand drawn, when we add music it will go here.