

Team lead: Cobie Caburao  
Project meeting #1

Title: Sleep after Death (SAD)

Description: Knight is killed by another knight just before the final door of a famous dungeon, but instead of dying he is revived and finds himself in another area of the dungeon. To avenge his death he must navigate through the dungeon back to the final door and defeat his murderer. Defeat powerful monsters, collect shiny objects and defy death to make it to the final boss room.

Genre: fantasy, top-down rpg, platformer, action

Motivation: I want to make a game that includes mechanics/gameplay i really enjoyed from games I played in the past, such as BAMs from TERA online, parry and dodge roll mechanic from souls-like games, and adding either a timed platformer or maze players must navigate through and potentially collect stat buffs before reviving. I have always been curious about how to make games. I follow different creators that make content regarding game design and mechanics, but I never tried testing any of these tips before or learn how to use any of the software they talk about. I have played many different games before and there are a handful of games where I really enjoyed and got immersed in the gameplay. Despite my experience with different games, none were ever perfect and I would always have ideas of how I would do it differently to make it the perfect experience. My motivation is to both really familiarize myself with what is needed to make a game and to make a game I wish already existed.

Github link: <https://github.com/cobiecaburao/s-a-d>

19 days (Responsible: Cobie)

- Sketch out characters, levels, UI, and gameplay flow.

- Import/Create Assets

- Make playable character and enemy character sprite sheets
- Get free tilemap and make scenes for different levels
- Make UI images
- Record audio for music and different actions/animations
  - BGM
  - Attack sound
  - Hit sound
  - Death sound
  - etc.

- Create animations for different actions and interactions.
  - Playable character
    - Walking
    - Dodge roll/dash
    - Attack
    - Parry
    - Death
    - Jump
    - Etc.
  - Enemies
    - Walking
    - Attack
    - Death
- Set up camera to follow player
- Create movement and aiming scripts
- Add collision to components
- Switch between animations
- Create enemy AI for chasing and attacking
- Hide some collectibles
- Make UI for health bars
- Make different game states like menus, pause, and game over screens

2 days to playtest and fix any problems