

L.U.R.E. Pre-production

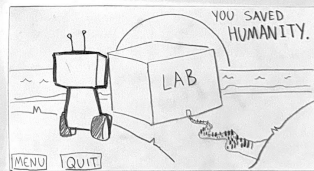
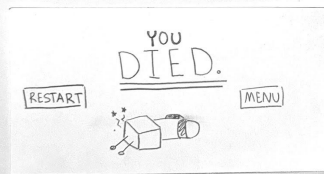
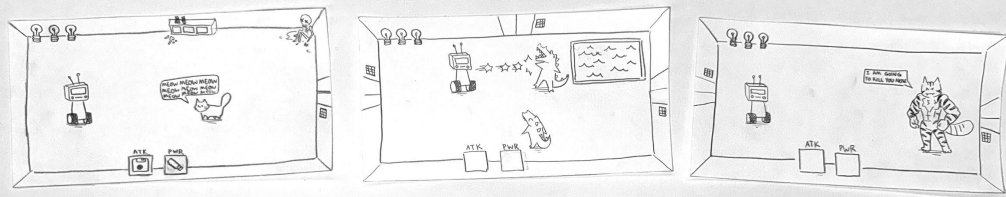
By: Kaela Botts (CommArts), Charlie Walker (CommArts),
Richard Elliott (Computer Science), and Zach Dellimore
(Computer Science)

Intro to Game Dev, Fall 2024

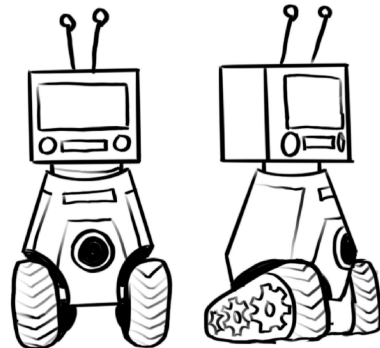
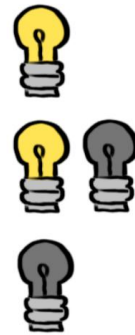
About Us and Our Project

- Team:
 - Team Name: Elite Gamers
 - Team Members: Richard Elliott (Computer Science), Zach Dellimonte (Computer Science), Kael Botts (Communication Arts), Charlie Walker (Communication Arts)
 - Course Name, Number and Term: Intro to Game Development, CMSC 445 / COAR 463, 2024 Fall
- High Level Concept:
 - Project Name: L.U.R.K.E.R
 - Genre & # of players: RPG & Adventure, 1 player
 - Project Summary: Play as Robot that is trying to uncover the mystery of the missing humans in this dystopian future.
 - Unique Selling Point: A fun dungeon crawler with a unique puzzle solving system to beat the game.
- Design Specifics:
 - Platform and Input Type: PC & Keyboard
 - Audience / Age Range: Rated Teen

Paper Prototype



Power Health



Atk/Pwr

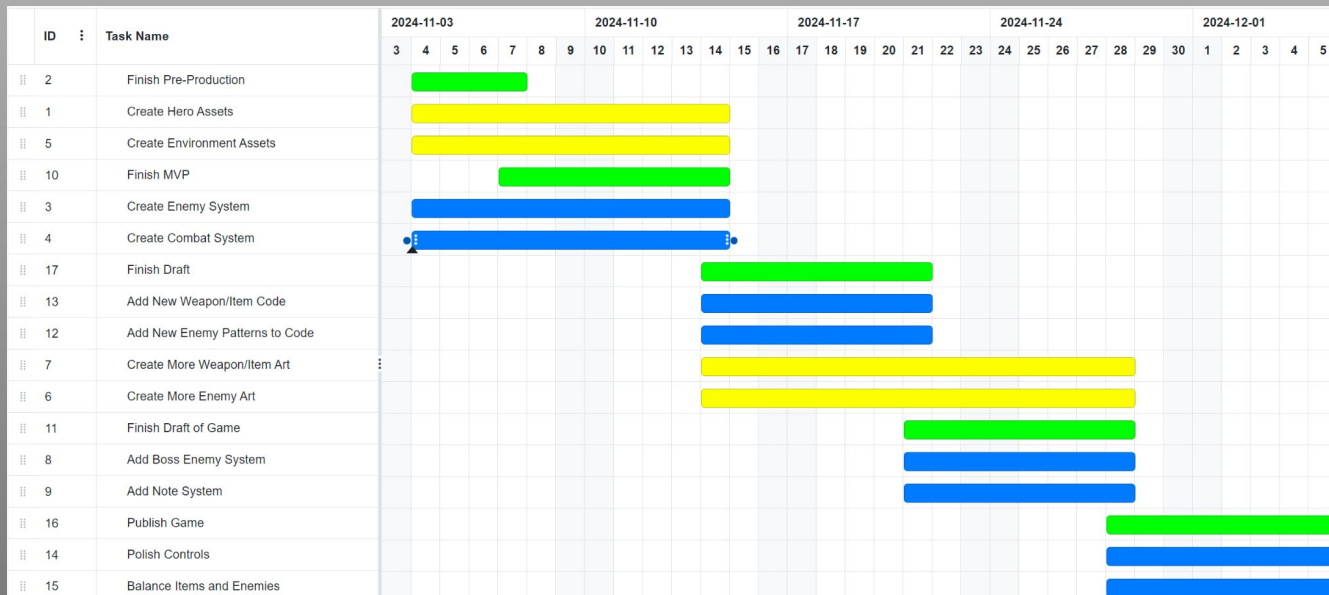


Asset List

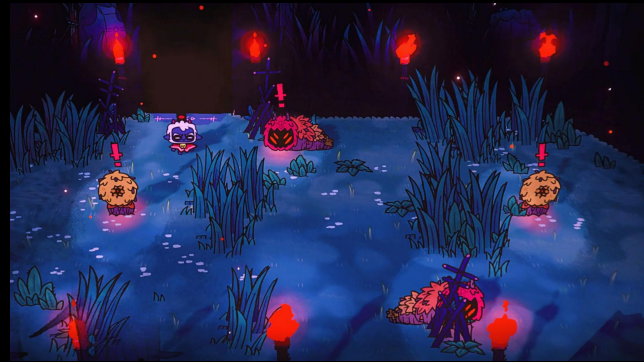
- Robot
- Cat
- Bird enemy
- Tiger enemy
- Alligator enemy
- Room assets
- Test tubes
- Counters
- Chairs
- Doors
- Tape
- Broken glass
- Plant life
- Skeleton
- Text box assets
- Atk & Pwr box asset
- Power health

Calendar and Roles

Zach: Environment + AI Coder | Richard: Player Coder | Kaela: Asset Artist | Charlie: Asset Artist



References



Environment

