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
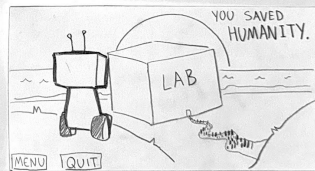
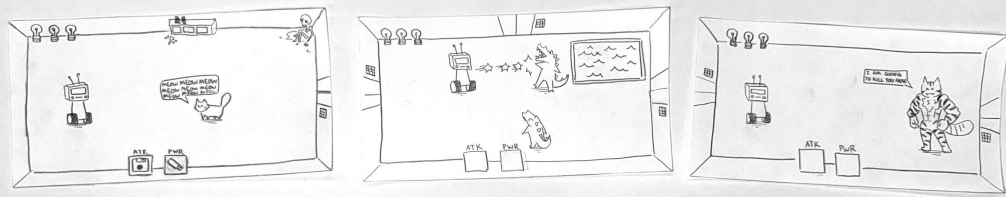# Video Link and Screenshot
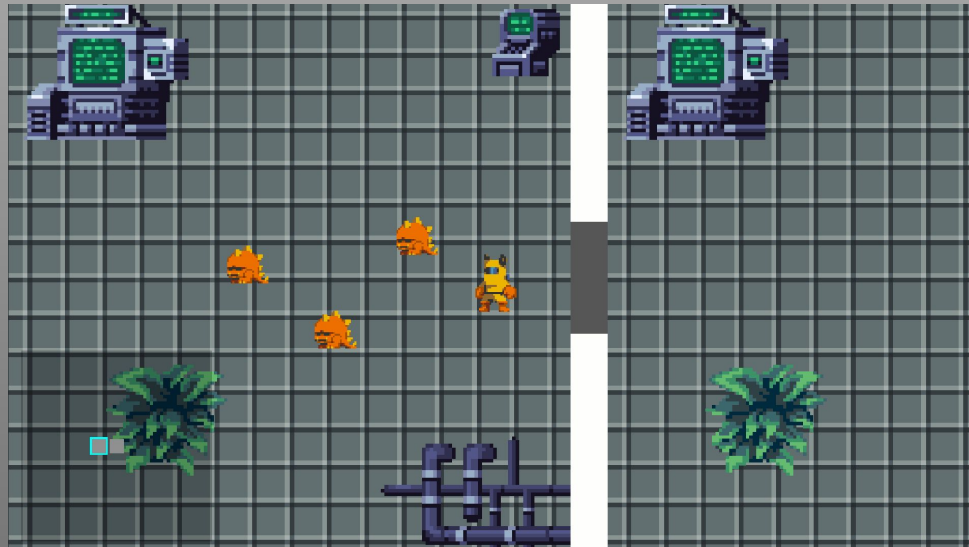
What is the MVP?

The 'Skeleton/Core' of the game is:
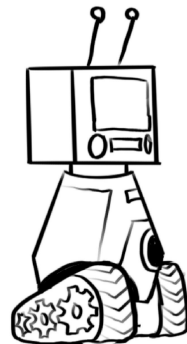
The character has to find all the notes
to unlock the final room.

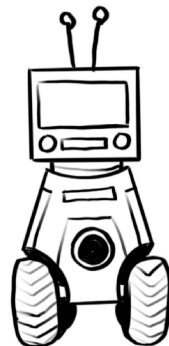The 'Muscle' of the game is:
- Notes are randomly spawned in
  the rooms
- Minion fights

Paper Prototype
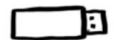
Asset List

- **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

ID	Task Name	2024-11-03	2024-11-10	2024-11-17	2024-11-24	2024-12-01
2	Finish Pre-Production					
1	Create Hero Assets					
5	Create Environment Assets					
10	Finish MVP					
3	Create Enemy System					
4	Create Combat System					
17	Finish Draft					
13	Add New Weapon/Item Code					
12	Add New Enemy Patterns to Code					
7	Create More Weapon/Item Art					
6	Create More Enemy Art					
11	Finish Draft of Game					
8	Add Boss Enemy System					
9	Add Note System					
16	Publish Game					
14	Polish Controls					
15	Balance Items and Enemies					

References

Environment