

The background features a series of concentric circles in light gray, some solid and some dashed, creating a ripple effect. In the center, there is a large orange speech bubble with a white outline and a small tail pointing downwards.

Team RPGeniuses

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Game Description

- Our project aims to be a First-Person Dungeon Crawler Role-Playing Game
- First-Person: 3D environment
- Dungeon Crawler: labyrinth-like layout
- Role-Playing Game: Multiple classes (e.g. ranger, rogue, warrior)

Game Description

- Our game attempts a unique approach to health (and perhaps mana) regeneration—it does not automatically refill but is dependent on completing a specific task:
- The ranger class must deal headshot damage
- The rogue class must deal flank damage
- The warrior class must perform a melee combo
- And so on, where each class will have its own rules for regenerating health

Game Loop

- Traverse a series of rooms across a level
- Buy supporting items from NPC or pickup drops
- Defeat enemies that will attempt to kill you
- Regain health in a unique class-specific way
- Defeat the enemy boss in the boss room
- Collect its key and advance to the next level

Game Theme and Inspiration

■ Diablo III



■ Skyrim

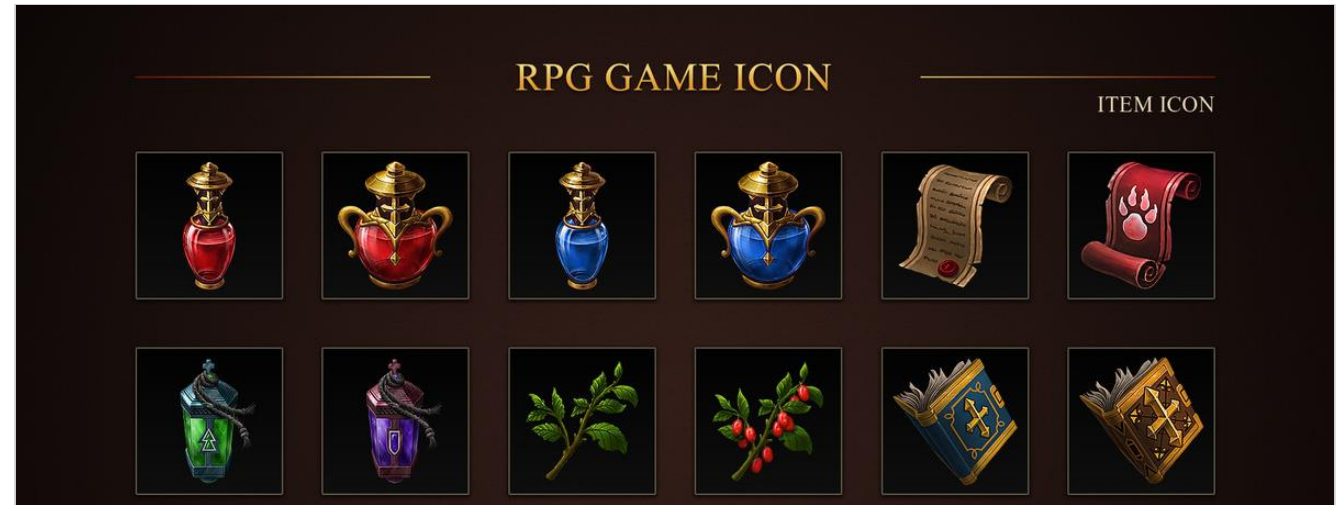


Game Theme and Inspiration

- One More Dungeon



Items and Accessories

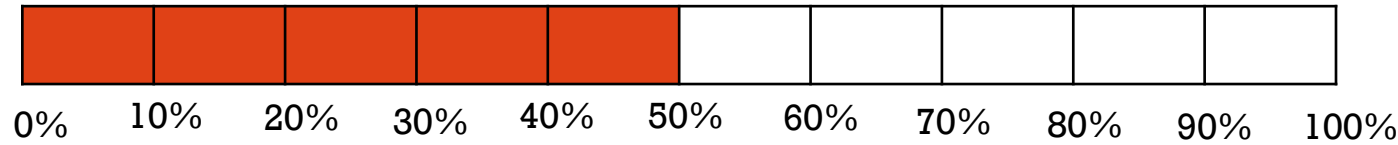


- Our game provides player with Items and Accessories so that they can use in the virtual gameplay to improve their character or gameplay experience.
 - HP, MP, EXP potions, poisons, sword, armour, etc.
 - Player can either buy them with in-game currency or collect from defeated monster.



HP potion

- Used to heal your character when HP is low
- Purchase from shop or collect from monster
- 1 small potion = 20% (small, large, medium)



- You can not heal when your hp is at 100%
- You will eventually die when you hp bar at 0%
 - You can not use potion to heal
 - Buy revive ticket or spawn at the starting area

Combat Design

Warrior:

great-swords, sword & shield

High health, moderate damage potential

Rogue:

Daggers, short-swords

Medium health, high damage potential

Archer:

Bows and arrows

Low health, high damage potential

Etc...



The background features a series of concentric circles in light gray, some solid and some dashed, creating a ripple effect. In the center, there is a large orange speech bubble with a pointed bottom. Inside the bubble, the text "Starting Area Demo" is written in white.

Starting Area Demo

The graphic consists of two solid orange rectangles. The top rectangle is a horizontal bar. The bottom rectangle is larger and has a triangular point at its base, resembling a speech bubble. The text "Project Schedule" is centered within the larger rectangle.

Project Schedule

