Project Proposal

Diego Batiz

First three rooms and a mini boss of a metroidvania

Game Reference:

Art Style:

A cartoon of a person with a beard and mustache

Description automatically generated

Hollow Knight



Blasphemous



Octopath Traveler



The idea is to have Hollow Knight/Blasphemous inspired combat and exploration, combined with more detailed pixel art and pretty dynamic lighting like in Octopath Traveler and Ori.

Engine: Unity

Game Features:

UI in the top left that shows the player’s health

4 Rooms to play through,

1 starting room and 2 rooms with platforming challenges,

( more rooms will be added depending on how long they take to complete)

1 room with the mini boss,

Basic AI for enemies and mini boss,

* 1 basic enemy that moves back and forth
* 1 enemy that will chase the player
* 1 flying enemy
* 1 mini-boss that has a charge attack, a jump and slam attack, and a basic headbutt attack

Satisfying Combat

Shaders and Post Processing effects

Assets Needed:

Sprite Sheets: Player, 2 Basic Enemies, Mini-Boss

Sprites/Models: Walls, Floors, Doors, Decorations, Background

Audio: Footsteps, Attacking, Damage, Jumping, Music