GAME DESIGN DOCUMENT

TITLE

CAMPUS MADNESS - Student Strike Force

TAGLINE

Save the University… Save the world!

DEVELOPERS

Simon Jacques
David Tsatsoulis
Steven Dien
Howard Zhang
Sara Shen

SUMMARY

And Alien Invasion threatens your school! Choose one of 3 heroes and defeat waves of enemies in order to fend off the attackers! Campus Madness: Student Strike Force is a 2.5D beat 'em up roguelike brawler that takes place in a University setting. Along the way, players will face epic fights, increase their strength from hidden items, collect keys to access secrets, while simultaneously trying to survive the assault on Concord University. The goal of Campus Madness is to reach the end boss and save the school.

OVERVIEW

Campus Madness - Student Strike Force is a 2.5D beat 'em up roguelike brawler where players progress through different rooms by defeating waves of enemies. Players can choose between 3 different classes; a melee brawler, a ranged marksman, and a swift samurai.

Each hero has a unique set of abilities based on their backstory and personality. The brawler, a durable melee fighter, uses his incredible strength to pummel his opponents into oblivion and send them flying across the room. He can absorb large amounts of punishment and even absorb enemy blows without taking damage. The marksman, known for her precision and quickness, keeps enemies at a distance with her array of weapons and traps. If used properly, she can fight monsters without getting hit at all. The mysterious samurai is a hybrid of the brawler and archer. His speed and swiftness allow him to attack enemies from a distance, but despite his smaller frame, he is not afraid to get his hands dirty. His quickness and evasive maneuvers allow him to dodge enemy attacks and escape from imminent danger.

Rooms are designed following linear progression with an initially small learning curve. The first rooms are smaller and only contain a limited number of enemies, allowing the player to become accustomed to the game and their character's abilities. As they progress, players will face increasingly difficult challenges and have the opportunity to discover secrets by exploring the halls of Concord University.

Items can be dropped by enemies or found in chests and hidden rooms, which will increase the player's attributes in many different ways.

Keys are needed to unlock chests and secret rooms. Items dropped by chests and found in secret rooms are randomized. A probability formula is used to determine which items are dropped and in what quantity, with weaker items dropping early in the game and more powerful items later.

To complete each level, the player must face and defeat a powerful boss. The powerful Alien bosses cannot be defeated using conventional means, and different mechanics must be discovered and utilized to be victorious. They are bosses for a reason… They have proven to be far more adept at defeating heroes compared to conventional enemies. Players will have to use skill and creativity to progress to the next level.

The initial release only contains 1 full level - The Holl Building, but future downloadable content packs are planned to add future content.

RELATED GAMES

<u>Hotline Miami</u>

A 2D Hack N Slash taking place in the 80's in Miami. Some guy goes on a rampage, wearing different masks giving him access to unique powers. Players have access to many different weapons and can use different strategies in order to clear each level. Killing spree bonuses and completion time increase the score players get at the end of each level. The goal is to complete the game and try to get great scores on each level.

Campus Madness - Student Strike Force has a few similarities with Hotline Miami. Its fast-paced action and progression mechanics are very similar as in enemies come at you quickly to take players down, and all of them must defeated on one floor in order to progress to the next floor. Originally was supposed to support score and useable items, which were removed later in the development due to the difficulty of making these mechanics meaningful in our game.

Our game also improves selected mechanics by introducing a new art style, combining both 2D and 3D to create new and interesting mechanics. Combat is different as it doesn't kill the player instantly but gives him a chance to block attacks and return punches when being attacked.

Our target market is very similar to that of Hotline miami because of violence and language. Gameplay and story make our game available for a broader market than hotline miami.

Gameplay Link: <u>https://youtu.be/_5AJtaYx1Eg</u>

Binding of Isaac

A 2D Roguelike with RPG elements. The game is based off zelda's room-to-room exploration where you slay enemies in order to advance to next rooms. There are multiple collectibles which all interact with each other. Bosses are to be fought and defeated in order to progress to the end of the game. A roguelike aspect that is very predominant in this game is the loss of all progression upon death and the core mechanic is that you learn from your deaths in order to improve your skills. Health, fire rate, attack range, move speed, and multiple other attributes can be improved throughout the game. The goal of the game is to beat the final boss, discover all collectibles, and also compete with your friends for highest score possible.

Binding of Isaac and Campus Madness share a lot of similarities, both in terms of gameplay mechanics and progression. While the latter is more linear, it still retains some random factors from Isaac, such as item generation, enemies spawn, and secrets found randomly in certain rooms. Enemy behaviours are also very similar to those found in The Binding of Isaac. Some of them are melee and chase you, some other are ranged and attack the player whenever reaching a certain distance, and some other just rush to you and explode. Items in both games share a lot of similarities since both boost attributes permanently in order to help the player beat harder levels. Our game also uses humour to captivate players in order keep them interested until they fight the last boss.

Campus Madness improves the combat mechanics by using 3D dimension in order to allow players to fight over 3 different axes.

Besides not having religious mockery, our game has very similar target market.

Gameplay Link: https://youtu.be/BiZ6mMlOF7c

Hero Siege

A 2D hack N Slash taking place in a medieval-like setting. Players chose over different classes of characters which all have their own unique basic attacks, special attacks and spells. Progress is made by defeating waves of enemies and clearing a boss after these waves in order to advance further in the level. Health, attack rate, range, damage, and many more attributes can be improved as the player levels up after racking up enough experience. The goal of the game is to get as far as possible in the levels and upgrade your characters.

Campus madness has a lot of similarities with this game in terms of progression, combat system, and item system. Players are rewarded items by killing monsters, opening chests, and finding secret rooms. They are also progressing through levels by clearing rooms of all enemies that spawn in them. The brawler is similar to the Viking in Hero Siege, the Marksman to the Marksman, and the Samurai to the Nomad. There are also a bunch of interactable items in the game like boxes, rocks, tables, chairs, and more.

Our game improves on these mechanics by allowing players to move in a 3D environment which makes the fighting system more innovative and interesting by allowing them to fight on all 3 axes.

Campus madness targets the exact same market as Hero Siege

Gameplay Link: https://youtu.be/4HheEqLWNp8

River City Ransom

A 2.5D Beat 'em up action role playing game set in a high-school environment. Players have to defeat waves of enemies using different sets of attacks like punches, kicks, or items picked on the floor. They progress through the world and purchase skills, increase their attributes, and unlock new combos in order to be able to beat 9 different 'gangs' with different characteristics and attacking patterns. The goal is to defeat gang leaders, which are known as bosses.

Our game shares similar combat system, theme, setting, and art style with River City Ransom. Players have a few different attacks available in order to overcome enemies, can upgrade their damage, health, and speed by picking up items, and move along the x and z axis through different levels. The art style from our game is highly inspired by that of River City Ransom, while being a little more ingenious on level design. Both games are set in a school and feature students trying to fight their way to the 'big boss'.

Campus Madness improves all these aspects by using a more modern and efficient engine and detailed sprites. As mentioned above, combat techniques are also improved by having full 3D rooms to move around and find secrets.

Target market also identical to River City Ransom.

Gameplay Link: https://www.youtube.com/watch?v=NfwLBk1zvrw

Paper Mario

A 2.5D RPG with puzzle elements. It is set in Mario's world, Mushroom kingdom, and players have to progress through chapters, solving puzzles and defeating enemies. The combat system is turn-based and is affected by Mario's attributes, such as flower power (ability points), health points (life), or the damage dealt by his attacks. Mario can walk around, jump, and hammer things around him. The goal of the game is to clear all chapters, collect all stars, and save princess Peach from Bowser.

The only similarity between this game and ours is the art style. It is very similar in both games, with a flat (paper-like) sprite for characters and enemies but living in a huge 3D world where mechanics involve both being able to move around as a 2D character in a 3D world. The combat and theme aspect of the 2 games are very different but make for a different pace of action and interesting behaviours.

Our game improves on the art by using more recent sprites with more details and higher resolution textures on 3D objects.

Target market differs a lot from Paper Mario due to more violence and vulgarity.

Gameplay Link: https://www.youtube.com/watch?v=HfR_IPxMBCQ

PLAYER COMPOSITES

The primary audience targeted by our game are casual gamers who like role playing games and dungeon crawlers. It is rated E10+ / PG 13 for cartoon violence, comic mischief and mild lyrics. It is aimed towards single play only.

Example

Trevor is a 22 year old university student. He enjoys all types of games but especially prefers games where he can sit down after a long day of classes and play without worrying too much about taking time away from his studies. Short games that require little commitment and that can be played in a short setting are his favourite. He likes games with funny cartoon violence and exaggerated cartoon physics.

WORLD

It is the year 2017. Newly elected President Ronald Drump was using Twitter at 3:00 AM (as he is known to do) and accidentally fired a nuclear missile, destroying Earth's moon. This enraged an alien race, who unbeknownst to us, used our moon as their vacation getaway of choice. In retaliation, they launched an invasion, targeting Earth's most prestigious institution, Concord University. As the best and bravest students in the school, you must fend off the alien invasion! Collect items along the way to increase your strength, and save your school quickly before exams start!

CHARACTERS

<u>Melee Brawler</u>

A lifelong fan of professional wrestling, the brawler's natural strength and powerful beard make him a fearsome competitor. Years of binge drinking have numbed his nerves, allowing him to take incredible amounts of punishment. His powerful fists and fearsome tornado kicks send enemies flying, and if he is able to concentrate, he can absorb enemy attacks without taking any damage at all! Rumours say that he doesn't even go to this school, and nobody's sure exactly why he doesn't wear a shirt, but regardless, he seems motivated to fend off the alien threat and protect his favourite on-campus bar, Peggie's.

ATTACKS
- Fire Punch: Hold attack button to punch, knocks enemies back
- Block: Generates force field, cannot move or attack
- Tornado kick: Knocks back all enemies near player and deals massive damage

PROS
- High health
- Strong physical attacks
- Blocked attacks reduce cooldown of Tornado Kick

CONS
- Slow movement speed
- Short range

AVERAGE
- Attack speed

Hybrid Samurai

Nobody knows much about the Samurai because he's pretty quiet and keeps to himself… So it was quite the surprise to find out that the quiet skinny guy who oddly wears a farmer's hat to school has actually been studying martial arts since he was a child. His incredible focus means he's not just on the Dean's List, but he can determine the weak points of all his enemies, causing critical damage. His years of training earned him 2 powerful weapons: his katana, Bushikatagi, given to him by his mentor shortly before he passed away, and his kunai ninja stars, which he… actually, those he just bought on Kijiji. He may be slim, but he is fast, and he can use his Chi and smoke bombs to escape from danger. The invasion has disturbed his meditation, and he is determined to defeat his foes to re-balance his inner peace (and GPA).

ATTACKS
- Kunai Strife: Hold attack to throw 3 weak kunais in succession
- Smoke Blink: Blink backward in an explosion of smoke
- Blink Strike: Blink forward while slashing and dealing damage to enemies around the samurai

PROS
- Fast movement
- Fast attack rate
- Smoked enemies reduce Blink Strike cooldown

CONS
- Attacks have a chance to miss
- Weak attacks

AVERAGE
- Health
- Range

Ranged Marksman

Her love for the Hunger Games movies is matched only by the love she has for her long blonde hair. She has been honing her archery skills to be more like her movie hero, and as it turns out, she's actually pretty good. Her razor sharp focus and precision means she rarely misses her target. She also carries around a bunch of bear traps that freeze her enemies in place, which she uses to fend off the guys at Concord University's Computer Science department. When the stars align, she can fire so many arrows that they rain down upon her enemies like a meteor shower. The recent alien invasion means everyone is too distracted to admire her long blonde hair, and this is something she will not tolerate.

ATTACKS
- Arrow Shot: Fires a powerful arrow at enemies
- Slow Trap: Place a trap that slows all enemies hit. Lasts 5 seconds
- Rain of Arrows: Call down multiple arrows from the sky, dealing damage to all enemies hit

PROS
- Long attack range
- Attacks cause knockback
- Enemies affected by slow trap reduce cooldown on Rain of Arrows

CONS
- No melee attacks

AVERAGE
- Health
- Damage
- Speed

PROGRESSION

LEVEL I [Holl Building]

ROOM I [Basement]

Located in the basement level of Holl building, this room has mainly been invaded by alien robots who seek to eliminate all resisting forces from Concord. The room itself is quite small but offers a lot of secrets to players. It is designed in such way that there is not much room to move around. Since enemies are short ranged, it makes for a perfect practice floor where players can learn how the game mechanics work. A few hidden items are available for players to increase their chances of winning the game.

ROOM II [Main Floor]

Located at the rez-de-chaussez of Holl building, this room is the largest one in the whole school. Weird creatures shooting flame projectiles through their eyes, known as Oculus found their way there. The big room makes for a lot of movement to dodge those projectile and offer an increased difficulty for more experienced players. The combination of both melee and ranged enemies mean players have to think about how they're going to use their abilities in order to destroy all enemies efficiently. Since players are getting closer to the boss, more enemies come to defend their boss.

ROOM III [Cafeteria]

Located on the 3rd floor of Holl building, the cafeteria has a lot of entrances and flanking points. Since the aliens invaded Concord University, students from the biology department have been developing a virus to eliminate them faster. Unfortunately, the experiment didn't go so well and all students got infected and turned into vicious suicidal zombies. Those zombies have been seen roaming around the higher floors of the building, mainly in the cafeteria. This area is for more experienced players only as the 3 types of enemies make for a very hard level.

ROOM IV [Rooftop]

Located on the last floor of Holl building, the rooftop is where the alien slime boss has built its lair. The aliens brought with them devastation and bad weather make for a darker scenery. The slime boss will hunt you down until it dies by himself. Also for advanced players only.
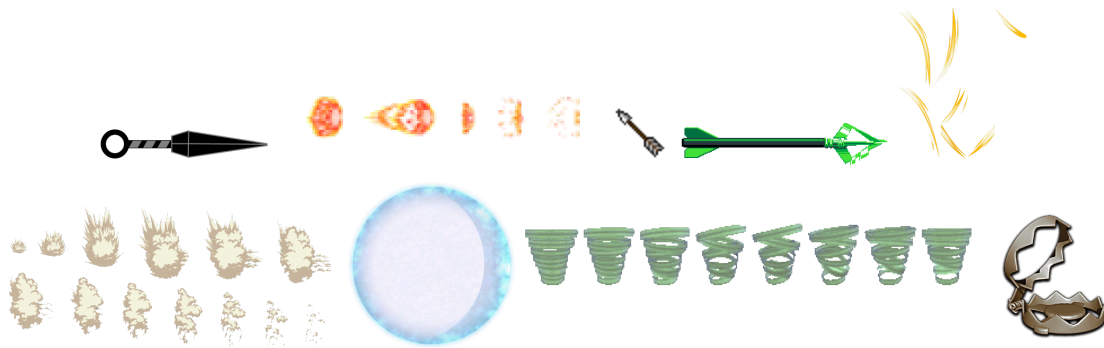
ART

2D sprites and animations for characters

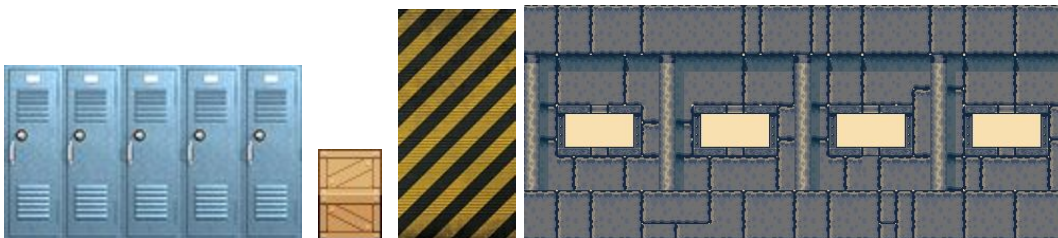2D sprites and animations for enemies
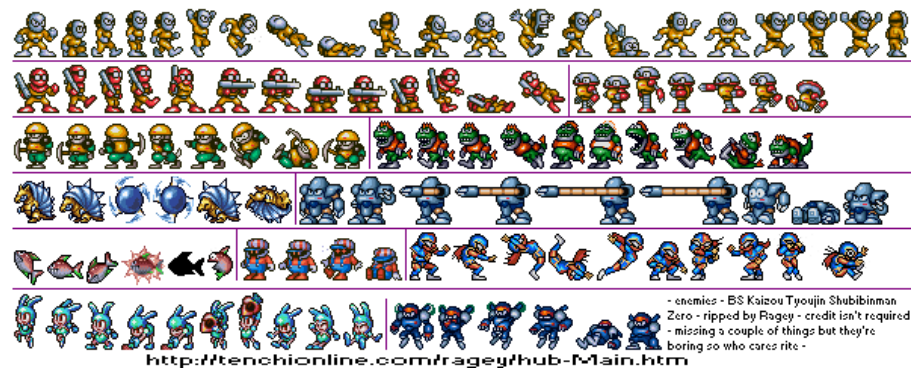
2D sprites for attacks

2D sprites for items

2D textures and sprites for UI elements

3D meshes and textures for world

INTERFACE

In-game HUD
- Character stats
- Items

Character stats
- Health
- Damage
- Movement Speed
- etc

TAGS / DIALOGUE

Room completion tags

Floating Text
- Damage
- Items
- Keys

Unity Tags
- Ground
- Enemy
- SpecialMove
- SilverKey
- Arrow
- SlowTrap
- PlayerSides
- EnemyProjectile
- VanishSmoke
- Kunai
- Punch
- H_Room_1
- H_Room_2
- H_Room_3
- SlimeBoss
- Canvas
- H_Boss_Room
- SlimeObstacles
- Items

- SwitchableLights
- MiniSlime
- OculusProjectile

Cutscenes Text

"The year is 2017. Newly elected President Ronald Drump was using Twitter while on the toilet and accidently nuked the moon. Aliens, furious that their favourite vacation spot was destroyed, have decided to invade Earth. They have chosen to strike at Concord University, where they determined the smartest people happen to be. Time to defend your school!"

"Congratulations, You defeated the Alien Slime! Next content available as DLC, pre-purchase 'Students Strike Back' on the online store for only $149.99, available on October 32nd, 2222!"
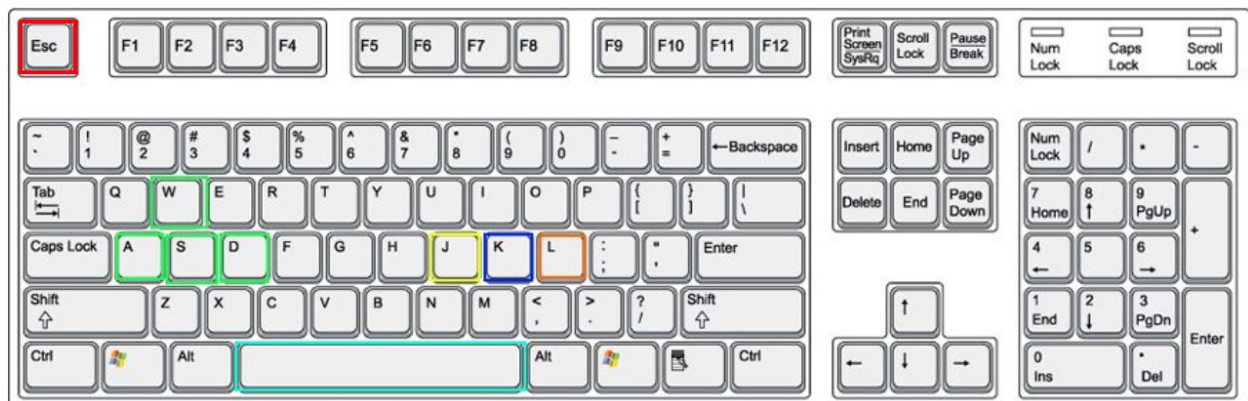
TECHNOLOGY

Paint.NET & GIMP for pixel editing

SOFTWARE

Unity

CONTROLS

W, A, S, D keys for movement
J for basic attack
K for defensive attack
L for special attack
SPACE for jump
ESC for pause

LEVEL DESIGN

Zelda-like room progression

Kill enemies to complete rooms

Large 3D rooms connected by elevators/hallways

MECHANICS

2.5D Combat:

The game features fast-paced, 2.5D combat (1 player support) similar to games like River City Ransom and traditional brawlers like Battletoads, Double Dragon and Final Fight. Levels are large 3D rooms but most enemies and player characters are 2D sprites that can move in all directions but only face right or left. There are multiple character types to choose from including a melee brawler, melee assassin and ranged attacker. Each character type has unique attacks and attributes and requires different game-play tactics and strategies. Each character has a basic attack, a supporting/evasive skill, and a powerful special attack. Basic attacks can be used as much as required, but secondary and special attacks have a cooldown timer that determine how often they can be used. If enemies are affected by the secondary skill, the cooldown timer on the special attack is reduced..

Boss fights introduce new combat mechanics to gameplay. The large "Slime" alien boss, attacks by jumping into the air and trying to crush the player. The large boss is invincible, but each time it jumps and crashes into the ground, smaller slime enemies split off and independently try to attack the player. These smaller slimes can be defeated by the player, and each round of small slimes created by the boss decreases it's size, and eventually the boss becomes a small slime itself and can finally be defeated permanently.

Linear level progression:

Game-play takes place in a series of rooms that contain waves of enemies. The Player can progress to the next room only after all enemies have been defeated. Rooms are large, 3D areas connected by elevators or hallways. Rooms can contain platforms, elevators, hidden areas/items and each level is themed after elements related to the game's story. Levels conclude with a boss fight.

Attribute increasing items:

Each Character has a predefined set of attributes, including health, damage, and speed. When enemies are defeated, there is a random chance that they may drop special items that increase or decrease these attributes. They can also drop

keys which are used to to unlock chests or access the secret bathroom area in the basement level. This bathroom contains a light switch that spawns random items. Beneficial items include the sword (increases attack power), the buckler (increases max health), the boots (increases speed) and the pizza (restores health). The poison bottle reduces attack power and should be avoided. Items can sometimes be found by opening secret lockers, which the player can find by exploring the room.

ROLES

Simon Jacques
Lead Programmer
Gameplay Programmer Role
Enemy Design
Level Design
Item Design

Dave Tsatsoulis
Lead Designer
Gameplay Programmer Role
Boss Design
Character Design

Tri-Luong Steven Dien
Gameplay Programmer Role
Character Design
Weapons & Spells Design

Sara Shen
Gameplay Programmer Role
Puzzle Design
Key system Design
Secret Room Design

Howard Zhang
Gameplay Programmer Role
Enemy Design

SCHEDULE

Month	Weeks	General	Simon Jacques	David Tsatsoulis	Steven Dien	Sara Shen	Howard Zhang
September	Week 1						
	Week 2						
	Week 3	Start brainstorming	Come up with level & item ideas	Come up with character spells, sprites & animations ideas	Come up with character spells, sprites & animations ideas	Come up with puzzle ideas and key system	Come up with enemy ideas. Check for sprites and
	Week 4		Start importing textures and prefabs for level design. Start designing levels on paper. Work on proposal document	Start importing sprites and animated spritesheets for characters. Animate movements and skills for character. Prepare presentation & work on proposal document	Start importing sprites and animated spritesheets for characters. Animate movements and skills for character		
October	Week 1	Proposal presentations	Use imported textures and create first meshes for the rooms. Create obstacles, objects that can be interacted with, and items that can be collected			Design key system	Start designing enemy behaviors, importing sprites and spritesheet animations. Design a combat system that works with characters' combat system and enemy navigation
	Week 2	Improve according to critiques	Create room 1	Create Brawler	Create Brawler		
	Week 3		Create room 2 & 3				
	Week 4	Merge all current versions	Create room 2 & 3	Improve combat system & merge all versions together	Create Marksman	Design key behaviours and add them to the game	Improve enemy movement and behavior with the combat system

Month	Week						
November	Week 1	Prototype ready	Add items and spawning items on enemies deaths. Update the Game Design Document	Improve animations and transition between states for characters. Create presentation	Improve Marksman and create menu for presentation		
	Week 2	Playtesting version ready	Create boss room for level 1	Revamp the animation system for the characters and enemies & start designing bosses	Create Assassin	Add puzzles for progression and key behaviors	Start designing more enemies and boss
	Week 3	Work on bugs and improve depending on critiques	Improve item system, add damage/floating text to fighting mechanics & add new items	Improve combat system & animations for characters. Implement bosses to currently complete rooms	Improve assassin		Implement boss
	Week 4		Add more items & help designing enemies				
December	Week 1	Work on final version	Polish all rooms, add secrets and hidden rooms, improve combat system & add cutscenes	Merge all versions together, make sure bugs from playtesting are mostly nonexistent at this point. Finalize all 3 characters & help designing boss. Prepare presentation	Finalize all 3 characters & build menu	Finalize key system and puzzles for all rooms	Finalize boss design
	Week 2						
	Week 3						
	Week 4						

CHANGE LOG

<u>October 11th</u>
Barebones created
- 2D top-down level
- Character movement
- First item created
Programming style defined
First spritesheets found

<u>October 13th</u>
Character movement and animation reworked
<u>October 14th</u>
Brawler character created
- Sprite added
- Animations created with transitions

<u>October 19th</u>
Brawler animations fixed
First fighting mechanics implemented
- Brawler throws a punch on click

<u>October 23rd</u>
Completely changed perspective and changed to 3D
Imported previous features into new game
- Item imported (sabre)
- Obstacles imported (box)
- Collision detection to 3D
Added a test enemy
Added spawn points
Started developing algorithm for enemies to track players

<u>October 24th</u>
Brawler added behaviors
- Block with right click
- Added punch collision to test with enemies
Changed brawler animations once again
- Updated sprites
- Added rotation along the y axis
- Added ground check function

Added sprites to the enemy
- Added enemy rotation along the y axis

October 25th
Brawler moves updated
- Added special tornado kick with mouse wheel click
Brawler moves improved
- Increased graphical quality of punch and tornado
- Reworked some interactions with animations

October 26th
First room remade completely
- New spawn points
- New platforms and obstacles
- Started transition to room 2
- Added lighting to the first room
- Updated wall sprites

October 27th
Added key system
- Player holds a keybag
- Player can pick up silver and golden keys with different functionalities

October 28th
Fixed player movement
- More fluid movements
- Jump works as intended
Reworked collisions completely
- Character no longer goes through the walls and floor
- Reduced number of colliders to increase performance
Reworked enemy navigation system
- Enemies should now go up the slopes
- Enemies should now reach the player, no matter where he goes
Improved transition to second room
Removed useless files
Added 2 new enemies
- Ranged flying bat
- Exploding flaming zombies
Added Ranged Marksman to the game
- Shoot arrow with left click
Fixed jumping animation for both characters

October 29th

Added more attributes to enemies

Reworked the scripts for enemies

Added functions for enemies to take damage

Reworked animations for enemies

Ranged Marksman updated
- Throw a slow trap with left click
- Raining arrows with mouse wheel click

October 30th

Little fixes to the slow trap and combat system

Added buttons for keys on the canvas also with a tracker

Added new locker type
- New lockers can be opened and contain keys
- Players can get stuck in locker and need to use key to exit

All versions of the game merged together

Fixed bugs
- Tornado doesn't get stuck anymore
- Shield doesn't get stuck anymore

Fixed tornado furthermore

Fixed slow trap furthermore

October 31st

Added new rooms
- Room 2 and full transition between 1 and 2
- Room 3 and full transition between 2 and 3
- Created algorithm to reduce FPS lag due to too many meshes
- Changed spawn points depending on current room
- Game now spawns levels when reaching new room

November 1st

Fixed more animation issues

Added hit animations and functions for both player and enemies

Added death animations and functions for enemies

Added some temporary sounds for prototype presentation

Fixed slow trap furthermore

November 2nd

Added a new attribute to player
- Max health: current health can never exceed that amount

Added HUD elements
- Health text (current / max)

- Damage text
- Speed text

Added items
- Boots: Increase speed by 0.5
- Buckler: Increase maximum health by 5
- Pizza: Increase current health by 10

Added probability to generate an item upon death for enemies
- 75% chance to generate nothing
- 15% chance to generate an item
- 10% chance to generate a key

November 3rd
Added small menu to the game for presentation purposes
Added collision for player getting through doors
Finalizing presentation

November 10th
Changed sprites rendering method to improve graphical quality
Added a secret room - washroom with light switch and effects

November 15th
Added third character
- Throw 3 kunai knives with left click
- Throw smoke bomb and blink backward with right click
- Blink forward with a huge slash attack with middle mouse
Fixed archer getting stuck in its own traps

November 16th
Fixed the samurai blink to not go through walls
Fixed enemy navigation around the rooms
Improved FPS by reducing meshes in rooms
Improved transition by fading in and out of rooms

November 17th
Added Slime Boss to the game
Roughly fixed transitions between rooms

November 18th
Fixed Archer and Samurai getting stuck for no reason
Added cooldown to slow trap

November 19th
Further fixed transitions
Reworked floating text system
Revamped damage system
Added lifebars
Added visual effects in rooms

November 20th
Further improved floating text
Fixed player movement in transitions
Added transition to boss room
Started creating boss room for level 1
Changed the game controller

November 21st
Fixed the brawler's animations
Updated Marksman and Samurai
- Added life bar
- Added damage calculation
- Fixed transitions
Added cooldowns to all characters
- Basic attack [No cooldown]
- Defensive attack [5 seconds]
- Special attack [10 seconds]
- Added icons and Timers to UI
Modified HUD for better visibility
- Added hotkeys for controls
Fixed transition to boss room
Finished boss room

November 22nd
Reworked the Brawler's shield behaviour
- Lose ⅕ charge when hit, goes on cooldown when depleted
- Every hit blocked reduce cooldown of Tornado Kick by 1 second
Added transitions to Brawler animations
Added props to the game
Fixed bugs from the playtesting session
Updated Slime Boss
- Now chases player

- Jumps towards player occasionally
- Sprays and spawns mini slimes while losing its size (3 times)

Added invincibility frame of 0.75 seconds when player gets hit

November 23rd

Added secrets to the game
- Secret bathroom with secret items
- Secret lockers with items located inside

Added enemy prefabs
- Zombie
- Bat
- Oculus
- Ghost

November 28th

Completely reworked item system
- Items go to random locations when spawned
- Chests will spawn a random number of items with decreasingly high chance of spawning more items successively
- Added extra items for balancing issues

November 29th

Improved new enemy animations and concept

Fully functional Slime Boss added to the game on the boss floor

November 30th

Added cutscenes at the start and the end of the game

Finished 2 enemies and added them to the game
- Oculus: Roams towards players and shoot at them while in range. Weaker than enemy robot because of ranged attacks
- Suicidal Zombie: Roams towards players and explode after a 2 second cooldown, dealing massive damage. Weaker enemy because of damage

Added sounds to the game

Fixed a bunch of all around bugs

Updated main menu
- Character selection menu
- How to play menu with controls

December 1st

Game Over menu added as well as end game menu

Added death animations for all characters missing one

Further improved Slime Boss and fixed a few bugs on him

Fixed new transition bugs caused by changing player behaviour

Fixed a few bugs with item and obstacle interaction
Added a bunch of sounds for enemies, players and interactions
Last playtesting session by developers
Executable created, final presentation done

December 2nd
Fixed bugs with ending cutscene and oculus enemy not shooting
Fully disabled actions for players in transitions and after defeating the boss

December 3rd
Finished the Game Design Document, updated schedule and finalized the game