Elementail

by
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Pitch:
Elementail is a rogue-lite elemental-based 2D action platformer game in which the player is a cat that goes through various levels and fights enemies. As the player advances, they will unlock different elements that will change their playstyle. These elements will allow the player to prepare to take on platforming challenges along with boss fights of various difficulties.

Setting:
This game is set in a world where elements define the environment and enemies. Each element has a related biome that contains various components themed around the elemental type. Although the elements are subject to change, we currently have:
- Earth/Fire: *Greenland Forest/Volcanic Caves*
- Water/Air: *Ocean Beach/Floating Islands*
- Light/Dark: *Temple/Celestial Planes*

This game does not currently have a story but focuses on immersive, elemental-based combat and environments. Story will be added soon.

Game Components:
- **Objects:**
  - Player
  - Bosses: *Giant boss fights with their respective element typing*
  - Enemies: *Enemies based on the element of the section; attacks player*
  - Sword: *A large, powerful weapon players will use to attack with different elemental attunements*
  - Checkpoints: *Points on map where progression will be saved*
  - Health Bar: *Indicates player's health*
  - Map Regions: *Different terrain areas that correspond to an element*
  - GUI: Menu
  - Run Right/Left Buttons
  - Jump Button
  - Dodge/Roll Button
  - Parry Button
  - Attack Button

- **Attributes:**
  - Position of Player
  - Current Element of Player

- o Target Checkpoint for Player
- o Position of Enemies
- o Pressed-Status for Buttons
- **Relationships:**
  - o When the left/right button is pressed, the player will move forward in the respective direction
  - o When the jump button is pressed, the player will jump, then fall following gravity
  - o When the dodge/roll button is pressed, the player will evade hits by enemies/bosses
  - o When the parry button is pressed, the hit by an enemy will be blocked and the player will perform a counter attack
  - o When the attack button is pressed, the player will perform attack animations and will cause damage to an enemy if it hits the enemy's hitbox
  - o When the player's health bar is at 0, the player dies and respawns at the last save point
  - o When an enemy's health is at 0, it dies
  - o When the player hits an enemy with the sword, the enemy takes damage
  - o When the player collides with an enemy attack, the player takes damage
  - o When the player collides with an enemy, the player takes damage
  - o When the player passes through a checkpoint, progress is saved and is set to a savepoint
  - o When the player comes in contact with a heal station, their health will recover
  - o The GUI: Opening the menu allows players to pause the game and access game settings
- **Environment:**
  - o Single Player
  - o Keyboard Inputs
  - o Controller

Game Mechanics:
Players navigate through the various levels in a 2D Platformer and defeat elemental enemies. The player can move left with A and right with D on the keyboard or with the controller's joystick. The player can also jump with the Space bar (A on controller), J key (X on controller) to attack, K key (RB on controller) to parry, and LEFT SHIFT (RT on controller) to dodge. There will also be different forms of terrain, like soft platforms that the character can press and hold S to go down or ladders where they can go up with W; again, this can also be done with the controller's joystick.
The primary goal is to survive through increasingly difficult stages and overcome the final bosses. The player must also unlock all the elements by fighting the respective bosses.

Optional Features:
- Artifacts: *Collectible items that players find and can use for upgrades or healing*

Team Members:
      Nathan Lam: *New to Unity, Amateur collegiate coding experience*
      William Licup: *New to Unity, Amateur collegiate coding experience*
      Angela Santos: *New to Unity, Amateur collegiate coding experience*
      Emily Tran: *Some experience with Unity, Amateur collegiate coding experience*

Division of Labor:
      Nathan Lam: *Map design, Art design, Concepts planner, Mechanics design*
      William Licup: *Player movement, Enemy interactions, Environment features*
      Angela Santos: *UI, AI, Music for background and boss fights, Little art*
      Emily Tran: *Art direction, Thematics of player and enemies*

Adaptability Inclusion:
Our game will be designed with an Xbox controller and keyboard in mind, so it will map and translate well onto the adaptive controller. With this, we hope to make movement and actions more accessible for a wider range of players. As of now, we can assume our movement will be WASD, the Xbox left joystick, and for the Adaptive Controller, we can move with the D-Pad. Primary attacks and interactions will be mapped to easily accessible buttons as well, to maintain fluidity throughout the gameplay. We will also attempt to explore options for visual and audio feedback enhancement to accommodate different accessibility needs.

Prototype Screenshot:
Our main character!