

Team 1 - Project Backlog
“Tempus Elemental” - a 2D Action-based Battle Arena Video Game

Team Members:

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Problem Statement

Almost every combat game nowadays adheres to the same old used up formula of HP-Bar, Mana-Bar, and GP-Count. We're here to break that mold and shoot for a new concept that will spice up the gaming atmosphere by twisting that concept into a new direction.

This project is a 2D battle arena game that uses “time” and its manipulation as the core mechanics to create a fun and engaging experience. It revolves around the idea of a top down co-op arena combat game that combines fast paced action with meticulous tactics and execution. In the gameplay, some of the more unique and markable aspects include but are not limited to, manipulation of time during combat, time as a form of player health and player actionable-guage, and responsive and fun set of weapons or actions to use when playing in co-op together, which all tie together thematically.

Background Information

The problem is that people need awesome new games to fill that endless entertainment void. The domain is videogames.

Targeted users are groups of people that want to play a game together.

There are many arcade arena indie games such as “Knight Squad”, but none use time as a centralized resource.

The limitations of these sort of games follow the same bland formula of HP Mana and Gold, but this sort of gameplay doesn't allow for any of them to interact with each other like how our system does, where all three and more are tied and balanced into one single gauge of time.

We are going to address these limitations by consolidating all those different currency(HP/Mana/Gold/Exp etc.) into only one element --- Time, which will help users/players more engaged in the gameplay itself.

Game Lore

The basic lore is that you are one of many Elementals (Cloned Spirit Beings) being used and recycled for the entertainment of the people who visit the Dorma Morte during the medieval era (pronounced dohr-ma mohr-te, meaning the echoing halls of many deaths), here to watch the Elementals beat each other up and place bets for money.

As an elemental, you can fight other elementals with a wide array of weaponry only elementals can use, such as Elemental Projectiles and Elemental Swings.

As an elemental, you are also capable of using a powerup named Temporal Seeds, where when consumed, grants you one of many powerups, buffs, or game changers to turn the tide of battle.

Elementals are also capable of wielding human weaponry, such as crossbows, dual-daggers, greatswords, and maces (morning stars). It is your job as an Elemental to do your best to survive in the hellhole that is Dorma Morte.

Functional Requirements

1. As a player, I would like to chain melee attacks into a combo for more dynamic gameplay.
2. As a player, I would like to have a ranged attack, that costs time to “throw.”
3. As a player, I would like to charge my attack to use the ranged throw, this would stop movement.
4. As a player, I would like to be able to aim while charging the attack.
5. As a player, I would like to have a backstab mechanic in which a player can inflict/take more time when meleeing another player from behind.
6. As a player, I would like to be able to dash through attacks/arrow from ranged weapons.
7. As a player, I would like to distort time in a radius around me to add a twist/challenge to those fighting me (costs extra time).

Powerups:

8. As a player, I would like to pick up power-ups that allow me to further explore the idea of time, by permanently changing my time distortion mechanic.
9. As a player, I would like the default time distortion to slow the time around me.
10. As a player, I would like to have a power-up that changes my distortion to speedup time.
11. As a player, I would like to have a power-up that changes my distortion to freeze time around me.
12. As a player, I would like consecutive identical distortion power-up pickups to multiply the effect of the distortion.
13. As a player, I would like a power-up that slows time.
14. As a player, I would like a powerup that changes my distortion to rewind time.
15. As a player, I would like a one-time pick-up that increases my remaining time.
16. As a player, I would like a HUD text indicator to show my time remaining.
17. As a player, I would like a radial circle to indicate the time remaining.
18. As a player, I would like to play with my friends.
19. As a player, I would like to play with at least three friends.
20. As a player, I would like a sudden death implementation when there is a tie.
21. As a player, i would like the sudden death mode to have less time than standard as well as the removal of the time steal mechanic.
22. As a player, I would like to play against my friends or strangers.
23. As a player, I would need to steal “time” from other players, creating competition and survival instincts to occur between players.
24. As a player, I would like to differentiate myself from the people I am facing visually using customization options or character options.
25. As a player, I would like to know when I am about to die (via visual indicator).
26. As a player, I would like to have a option menu for game mode values.

- 27. As a player, I would like to switch teams between players.
- 28. As a player, I would like to vote for the next game mode/map.

Game modes:

- 29. As a user, I would like a game mode that pits players together in a deathmatch free for all, last player standing wins.(FFA)
- 30. As a user, I would like a game mode that pits two teams against each other in a deathmatch to run the other team's cumulative time out. (TDM)
- 31. As a user, I would like a game mode in which players play to capture the most time from different points on the map in a king of the hill style game. (KOTH)
- 32. As a user, I would like a game mode that causes stolen time to instead fill up a U.I. bar in the player's color. The player who contributed the most after the bar is filled wins, infinite respawns (after timeout). (FTB)
- 33. As a player, I would like to be able to select game modes that has players capture flags to homebase. (CTF)
- 34. As a user, I would like a vanilla gamemode FFA without any powerups.
- 35. As a user, I would like to own a large quantity of seconds to use as currency.
- 36. If time allows, I would like to play a adventure mode that has a story line.(Adv)
- 37. If time allows, I would like to have a lobby to organize online play.
- 38. If time allows, I would like to be able to integrate online and local play.
- 39. If time allows, I would like a reward for successive wins.
- 40. If time allows, I would like to play the game on different platform.
- 41. If time allows, I would like to play with/against with players from different platform.
- 42. If time allows, I would like the game be able to record my match history.
- 43. If time allows, I would like to save my single player game process.
- 44. If time allows, I would like to use time as a currency to buy rewards, such as randomized cosmetic items.
- 45. If time allows, I would like to pair against strangers online.
- 46. If time allows, I would like to pair with strangers online.

Kits:

- 47. If time allows, I would like to choose between multiple characters with different "kits."
- 48. If time allows, I would like to have each character look aesthetically different.
- 49. If time allows, I would like to have a character that starts with more time, but moves a bit slower.
- 50. If time allows, I would like to have a character that moves faster, but steals less time from other players.
- 51. If time allows, I would like to have a character that steals more time from other players, but starts with less time.

Non-Functional Requirements

1. As a player, I would need to move consistently and one to one with my inputs with lowest input delay possible. (Response time)
2. As a player, I would like the game's interface to be easy to pick up but difficult to master. (UI)
3. As a player, I would like to have a melee attack that feels like an attack that has impact; action and reaction sort of animation or visual effects.
4. As a player, I would like the game to be very responsive(low response time) because it's a real time video game.
5. If time allows, I would like the game to have a wide selection of maps.
6. If time allows, I would like the game to have a custom map creator.
7. If time allows, I would like the game to have an adventure co-op mode.
8. If time allows, I would like the game to have war fog or limitations on vision of the player.
9. If time allows, I would like the game to have a floodlight/blind mode of gameplay mixed with a split screen form of gameplay.
10. If time allows, I would like the game to have more than one game mode or custom lobby type.
11. If time allows, I would like the game to have a sparklight mode of gameplay where the player can only see around the character when the character performs an attack on a nearby object or player.
12. If time allows, I would like the game to look sleek and smooth in its animations and art style.
13. If time allows, I would like the music and sound effects to really immerse me in the game.
14. If time allows, I would like the game to have scalability of the UI for different platform. (Usability)
15. If time allows, I would like the game to have colorblind mode. (Accessibility)
16. If time allows, I would like the game sessions and player files to be safe and secure so that the game is not vulnerable to hacking. (Security)