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CS173-B

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Final Project Proposal: Genshin Impact-Inspired Turn-Based Game

Name of the Game: Trials of the Archons: We Will Be Reunited

Objective: A turn-based RPG game with a choose-your-own-team component to fend off a series of bosses and obtain an elemental power. Characters in the team have specific abilities, some that deal damage based on reactions with other elements and some that increase health points based on reactions with other elements. The Player known as "Travelers" in-game has a selection process in that they can choose characters with two damage and two support class characters, limited to a team of four individual characters. During selection, travelers can read character descriptions for each selected class (Damage and Support). Then, the travelers go through a tutorial process and fight a series of four bosses with unique mechanics. These mechanics and the bosses will be explained in detail to the user before encountering them. The end goal is to reach towards the end to be reunited with the Traveler's sibling, like in the Genshin Impact's arc.

Two-Dimensional Array or Array List Usage: Character Attributes and Character Stats (HP, ATK values) will be used in boss fights, and stats will change accordingly.

Output: When the player quits the game or is defeated by a Boss Challenge will result in one of five results. The first result is that when the user leaves the game at any time, the program will provide an end greeting to the game. The second result is that if the user finishes only the first region, the traveler will resonate with the first region's element and get an award based on the first region's characteristics. The third result is that if the user finishes the first two regions, they will resonate with the second region's element and be awarded an achievement related to the last defeated region. The fourth result is that if the user completes the first three regions, they will resonate with the second region's element and get an achievement on the last defeated region. The fifth result is that if the user defeats all the bosses, the traveler will be reunited with their sibling and receive an achievement.