

CMPT 276 Group 15 Overall Plan

Game Summary

Grave Robber is a 2 dimensional top down computer game where the main character is a grave robber who runs away from skeletons, zombies, and guards in a graveyard while digging for treasure found in the graves. There are all kinds of treasures and traps in Grave Robber that the player will encounter. The main character can be moved up, down, left, or right by arrow keys on the user's keyboard. The player will have a score and elapsed play time visible in the top left corner of the screen.

Obstacles

When making contact with a trap, the main character will lose health. The player is able to pick up hearts from the ground to regain health points. When the hero collides with a skeleton, zombie, or guard the hero instantly dies and the game is over. Enemies can only move once every second, and all enemies move at the same time. After receiving a game over, the player has the option to restart the level from the beginning gate. Enemies appear from fixed points on the map and run in various patterns in order to inhibit the main character. Enemies cannot get treasures.

Goals

The exit gate will be in the same spot as the entrance on the game's map. The main character must have collected all treasures from the boss gravestones in order to be allowed to leave through the exit. When a boss's treasure is collected, the boss will wake up from its slumber and chase the player around. Each time a treasure is picked up, the player's score will increase. Optional treasures, smaller gravestones, in the game will allow the player to receive extra points to their total score. The more treasures, the more points. After gaining all the required treasures, the main character can escape the graveyard through the exit and win. After winning, the player can choose to restart the level or move on to the next level.

Stretch Goals

- The main character can hide from zombies by hiding in bushes.
- Enemies can attack with ranged weapons
- Include multiple levels via including rooms that can be entered upon the collection of its associated key that is to be scattered around the map