**META4**

*Project Plan for Group Khaos Studios*

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Introduction

We plan to make a top down adventure game. In this game you will have three playable characters who we currently called Green shirt hero, black hair guy, and pit. These characters will be able to shoot and melee attack enemy agents to earn rewards and move closer to the final objective. The goal will be to defeat 4 mini bosses and collect each of their keys in order to fight the final boss and beat the game.

Animated Resources

The game will star a main hero that the user can select from a list of heroes. The user will journey through a map of different enemies that must be defeated. All of the heroes and the enemies will need to be animated to walk in all four directions (forward, backward, left and right).

* **Hero** - This user controlled character will have four different animations depending on the character state.
  + Run toward the screen
  + Run away from the screen
  + Run left
  + Run right
* **Enemies** - There are 5 different zones in the map (dark, undead, goblins, tomb, human) that will have different categories of enemies. There will be 4 mini bosses and 1 big boss where there is a boss in each zone of the map. There will also be #basic enemies that can appear anywhere on the map. All of our characters have been chosen from sprite sheets and have been summarized here:

CATEGORIES:

* dark - scarf, hood, **Dr. Darkabolical**, fire dog
* undead - **scythe dude**, suit zombie, blonde zombie, suburban zombie
* goblin - **armored goblin**, wizard goblin, helmet goblin
* tomb - skeleton, mummy, **skeleton king**
* human - stitches, eyepatch, viking, **black knight**
* #basic - dog, black rat, brown rat
* hero - green shirt hero, black hair guy, pit

SPRITE SHEETS:

* sheet 2 - dog (basic), stitches(human), skeleton(tomb), green shirt hero (hero)
* sheet 3 - mummy (tomb), armored goblin (goblin), wizard goblin (goblin), helmet goblin (goblin)
* sheet 4 - scarf (dark), hood (dark), eyepatch (human)
* sheet 5 - Dr. Darkabolical (dark), black hair guy (hero)
* sheet 6 - brown rat (basic), black rat (basic), skeleton king (tomb), scythe dude (undead), viking (human), suit zombie (undead), blonde zombie (undead), suburban zombie (undead)
* sheet 7 - black knight (human),
* super smash bros sheet - pit (hero)
* sheet 8 - fire dog (dark)
* **Weapons**: Each hero will start with a basic knife and bow but will have the option of upgrading their weapons after killing each boss. The bow will shoot an arrow. There are a few enemies that have additional weapon animations as well (fire dog, Dr. Darkabolical, wizard goblin and possibly more with time permitting).

Control

The controls for META4 are limited to only 3 categorized actions that can be made. These actions are *moving, attacking* and*, item switching*.

* **moving** - this action can be initiated by pressing WASD keys
* **attack -** this action would be performed at any time however the attacks are limited by what weapon you have equipped at the current time. Both attack types are initiated by pressing K down.
  + **shooting -** when your bow is equipped your attacks can be made from a distance but do less damage to enemies
  + **slashing -** when sword is equipped your attacks can do more damage however you must be right next to the enemy agent.
* **items switch -** this action allows you to switch between your projectile and melee weapons by pressing the J Key.
  + **Bow -** when this weapon is equipped you can shoot at enemy targets
  + **sword -** when this weapon is equipped you can do melee attacks toward your targets

Interaction

The interaction in our game will mostly come when our hero collides with an enemy or a wall. Along with this, we also have to track when the hero’s arrow from their bow hits an enemy, the enemy will lose health, and vice versa.

* **Enemy** - if the hero collides with an enemy or their ammunition, the hero must lose life. If an enemy collides with the hero’s arrow or with the hero’s slashing sword then the enemy must lose life.
* **Weapons** - if the hero collides with a weapon that is dropped on the floor then they pick that weapon up and it replaces the weapon of the same type that they had before.
* **End of the map -** the player will reach the edge and be unable to traverse further.
* **Background** - no collisions are tracked, the background scrolls under the player as they moves.

Extras

In addition to the components proposed previously we will explore expanding one or more of the following areas

* **Letters -** this would give the game more back story in an attempt to make the player feel what they are doing has some purpose for the greater good.
* **Unlockables -** items and characters that can be obtained by completing certain challenges to make the game more than just beating the boss and winning.
* **Dialog -** between the hero and boss characters to make the game more interesting.
* **Currency** - we have ideas on how to incorporate a form of money that will be dropped by enemies or found in the game world and a potential store.
* **Difficulty -** the difficulties will be easy, normal and hard. Adding this feature would make the game more challenging for better gamers.

Timeline

* **Prototype -** for the prototype we plan to implement all our animations as well as the map for the game and our simple controls for our main character. However, most of the interactions in our game will be unimplemented.
* **Minimal Deliverable -** at this point our hero will be fully functional as well as all of the enemies. We will have four bosses that will drop keys and our hero should be able to pick them up in order to access the final boss. The hero should lose life when hit as well as being able to pick up extra hearts when they are dropped on the ground.
* **Final Game** - the final game will include all the features of the minimal deliverable along with one or more of the extras as time permits. Our first targets will probably be to implement difficulty first and then unlockables.