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| Project Design Document | |  | | --- | | *08/28/2024*  Habner Gabryel | |

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| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *champion* | | in this   |  |  | | --- | --- | | *3rd person* | game | |
|  | where   |  | | --- | | *Uses W A S D* | | makes the player   |  | | --- | | *Move on direction pointed* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Skills, mobs and life potions* | appear | | from   |  | | --- | | *map* | |
|  | and the goal of the game is to   |  | | --- | | *Survive more rounds you can* | | |

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| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *Adventure music sounds, and skills with sounds* | | and particle effects   |  | | --- | | *Red explosion when hit a enemy, red explosion when enemy hits you, green explosion when collects life potion and blue, yellow or purple explosion when collect a skill.* | |
|  | [*optional*] There will also be   |  | | --- | | *A sound by skill used for.* | | |

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| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *When player kill all enemies by this round* | | making it   |  | | --- | | *Open the gate for another room* | |
|  | [*optional*] There will also be   |  | | --- | | *when player lose all lifes, go transformed by a ghost and they have to escape of “La Murte”, returning a ritual point to revive.* | | |

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| 5 **User**  **Interface** |  | The   |  | | --- | | *lives* | | will   |  | | --- | | *decrease* | | whenever   |  | | --- | | *Enemy hit the player champion* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Dungeon SyndVel* | will appear | | | and the game will end when   |  | | --- | | *“La Muerte” hits the player with your weapon: “Ceifadora”.* | |

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| 6 **Other Features** |  | |  | | --- | | *Skills to player:*   * *Long sword: rotates the sword around the champion (+ velocity to knight, + damage to Barabrian, – velocity to mage);* * *Mage Staff: invoke energy spheres around the champion (3 shepers to knight, doesn’t work normally to barbarian, then uses like a mace [but have – damage], 6 shperes to mage and + damage);* * *Mace: melee weapon, hits enemies closely (+ velocity and – damage to knight, – velocity and + damage to barbarian, the mage can use to summon a wood golem [ this have the same attributes os barbarian, but it’s less faster]);* * *Arcane Book: only collectible when the champion have another skill aticve: (sword: enable a lighting power; Mage Staff: duplicate your power; Mace: Rage activated);* | |  | |

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# Project Timeline

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| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Menu to select the champion;* * *Selection of champion;* * *Structure champion class;* * *Structure champion type’s (Knight, Barbarian and Mage);* * *Structure enemy class;* * *Structure enemy type’s (slime, skeleton,lavaGunt and La Muerte);* | | |  | | --- | | *09/03* | |
| **#2** | |  | | --- | | * *Structure weapons class;* * *Structure weapons type’s (long sword, mage staff, mace and arcane book);* * *Structure potion class;* * *Structure potion type’s (life potion only at this moment);* * *Structure enemy damage’s;* | | |  | | --- | | *09/05* | |
| **#3** | |  | | --- | | * *Structure generation of map, with a gate to go for another room;* * *Structure spawn of weapons (randomized, on period of time (5-10s));* * *Structure spawn of enemies (in hordes [size according to the round] and randomized type’s);* * *Structure collect weapons;* | | |  | | --- | | *09/06* | |
| **#4** | |  | | --- | | * *Modify the hud to attach skill collected, their timer, life hearths of champion and round number;* * *Add damage to weapons;* * *Add particles by collect items and hits;* * *Add ritual point spawner, one in every four rooms;* * *Add ghost mode to champion;* * *Add enemy La Muerte spawn and make these chase the player;* * *Add capture skill to la muerte and make’s the player have a chance to escape;* | | |  | | --- | | *09/07* | |
| **#5** | |  | | --- | | * *Revise the game* | | |  | | --- | | *09/09* | |
| **Backlog** | |  | | --- | | * *Add arts to the champions;* * *Add arts to the enemies;* * *Add arts to the weapons;* * *Add arts to the map;* * *Add particles on the game;* | | |  | | --- | | *mm/dd* | |

# Project Sketch