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

|  |  |  |  |
| --- | --- | --- | --- |
| 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* | |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 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* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *Adventure music sounds* | | and particle effects   |  | | --- | | *Red explosion when hitting an enemy, red explosion when the enemy hits you, green explosion when collecting a life potion, and blue, yellow, or purple explosions when collecting a skill.* | |
|  | [*optional*] There will also be   |  | | --- | | *A sound for when a skill is used.* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 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 the player loses all lives, they are transformed into a ghost and must escape from 'La Muerte,' returning to a ritual point to revive.* | | |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 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 its weapon, 'Ceifadora.'* | |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 6 **Other Features** |  | |  | | --- | | *Skills for the player:*   * *Long Sword: Rotates the sword around the champion (+ speed for the knight, + damage for the barbarian, – speed for the mage).* * *Mage Staff: Summons energy spheres around the champion (3 spheres for the knight, does not work normally for the barbarian, but can be used like a mace [with reduced damage], 6 spheres for the mage, and + damage).* * *Mace: Melee weapon that hits enemies up close (+ speed and – damage for the knight, – speed and + damage for the barbarian; the mage can use it to summon a wood golem [which has the same attributes as the barbarian but is slightly slower]).* * *Arcane Book: Can only be collected when the champion has another skill active: (Sword: enables lightning power; Mage Staff: duplicates your power; Mace: activates Rage).* | |  | |

# 

# Project Timeline

|  |  |  |
| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Menu to select the champion* * *Champion selection* * *Champion class structure* * *Champion types (Knight, Barbarian, and Mage)* * *Enemy class structure* * *Enemy types (Slime, Skeleton, Lava Gunt, and La Muerte)* | | |  | | --- | | *09/03* | |
| **#2** | |  | | --- | | * *Weapon class structure* * *Weapon types (Long Sword, Mage Staff, Mace, and Arcane Book)* * *Potion class structure* * *Potion types (Life Potion only at this moment)* * *Enemy damage structure* | | |  | | --- | | *09/05* | |
| **#3** | |  | | --- | | * *Map generation structure, with a gate to move to another room* * *Weapon spawn structure (randomized, on a timer of 5-10 seconds)* * *Enemy spawn structure (in hordes [size according to the round] and randomized types)* * *Weapon collection structure* | | |  | | --- | | *09/06* | |
| **#4** | |  | | --- | | * *Modify the HUD to display collected skills, their timers, the champion's health hearts, and the round number* * *Add damage to weapons* * *Add particles for item collection and hits* * *Add a ritual point spawner, one in every four rooms* * *Add ghost mode for the champion* * *Add spawn for La Muerte and make it chase the player* * *Add a capture skill for La Muerte, giving the player a chance to escape* | | |  | | --- | | *09/07* | |
| **#5** | |  | | --- | | * *Revise the game* | | |  | | --- | | *09/09* | |
| **Backlog** | |  | | --- | | * *Add art for the champions* * *Add art for the enemies* * *Add art for the weapons* * *Add art for the map* * *Add particles to the game* | | |  | | --- | | *mm/dd* | |

# Project Sketch