CODENAME: Splint, A fantasy/sci fi roguelike that takes themes of diseases and cures

Team: ERROR 404

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Problem

Problem statement can go here.
Additional paragraphs may go into more detail about causes, covering how well/if the cause is addressed by prior solutions

Problem statement

Within the free gaming industry, games are rife with over-monetization in the form of intrusive ads that interrupt the core gameplay loop. These frequent interruptions can often hamper the user experience and increase player turnover, resulting in less income for game development companies and increased frustration in the player base. What can be done to reduce these interruptions to increase player satisfaction and reduce player turnover rates without sacrificing (or even increasing) profit sustainability?

Prior Solutions

Solution 1

Traditional funding methods for charity, such as Galas, auctions, charity runs, or bake sales, can help generate significant capital, as well as community engagement. However, fundraising events often only create short-term inconsistent income. Additionally, there are expenses that are put into hosting the event.

We propose creating a computer game that would be available at an online game retailer, such as steam, and have all of the games income go directly to a charitable organization, giving charities consistent long-term income.

Solution 2

A solution to making profit/income for a game is to include transactions. These would include subscription based payment that usually would include a "season" based schedule where every few months the player receives items for being subscribed to the set pass that the game offers. Our game will offer these passes that directly go to charitable organizations with balanced progression (that is not pay to win) in the subscription pass which also will encourage players to return to the game.

Traditional games include transactions that can be seen as pay to win. This can make the game an unfair experience for players which could cause a loss in player base. Our game will remove the pay to win aspect. Most transactions in the game will be cosmetic based so no player has an advantage over the other with just buying their way to the top. Subscription based payments will offer separate rewards, like new effects, clothes, etc… that can only be obtained through the subscription.

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Solution 3

One solution to monetizing a free to play game in the past was to fill the screen with links to the in-game shop for various bundles, currencies, limited time deals, time skip/saving mechanics or powerups. They make the base game experience slower and more tedious if you try to play for free to force the players to buy the microtransactions if they want to progress at a decent pace. They also give ridiculous discounts on some of the microtransactions for a limited time to incentivise people to start buying them, making it more likely they will buy more microtransactions in the future.

For our game we will not be adding in any microtransactions. We plan to add a donation link to a charity of our choice. The donation link will be as unobtrusive as possible, while also being visible so the player knows it exists. If you donate you will not get any boosts to gameplay so we can keep the game balanced.

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YourApp

A summary paragraph describing the functionality/tasks that YourApp will provide, (which is provided in more detail in the following paragraphs)
- Main Menu/ User Interface
- Character
- Combat
    - Wave system
    - Boss
- Save states
- Procedural Generation/dungeon crawling?
- Setting menu

Our app is a roguelike dungeon crawler similar to *The Binding of Isaac* and *Vampire Survivors*. It will feature a user interface (Main Menu) that allows users to adjust settings such as volume and resolution, as well as select different levels. The combat will be a mixture of traditional roguelike, shoot 'em up, and bullet hell. The game will offer both a wave-based system and a procedurally generated dungeon mode, providing variety and complexity. Both game modes will include a boss or final enemy encounter. Unlike most roguelikes, there will be checkpoints that

function similarly to those in the *Dark Souls* series, players cannot reload save states, and the game state resets upon death. As players progress, their stats, weapons, and items will become increasingly powerful, providing a strong sense of progression.

A task flow diagram for YourApp. This does not need to be exhaustive, but should cover the major functionality of the application. Provide a link to the diagram that has commenting/edit privileges for the instructor.

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A series of short paragraphs describing YourApp.

This roguelike dungeon crawler will feature two modes; the first mode embracing the "dungeon crawler" aspect that takes the form of a procedurally-generated "dungeon" in the form of a human (or alien) body to explore, fight enemies (in the form of monstrous, infectious maladies), and progress through the dungeon with the ultimate goal of saving the human/alien that the player character is exploring through.

 The second mode will feature an "arena" area (possibly with a few different selectable locations) where the player character can fight waves of the same kinds of enemies that they can encounter within the dungeons; this mode will share progression with the main dungeon in the form of stat increases that carry over into the dungeon-crawling mode.

The player-controlled character will be a mechanical (or biological, or combination thereof) fighter of the infection that has taken over this huge (relatively speaking) biological body. The player character will be one, possibly two, preset character(s) for the sake of brevity with regards to project scope.

The combat, which encompasses the main gameplay loop, will comprise of ranged

attacks from the player character, at least one kind of melee attack, and a dodge-roll (or barrel roll) system wherein the player can activate a brief invulnerability period to avoid enemy attacks. In order to prevent over-utilization of this dodge system, an energy system (similar to a stamina system in other games) will be implemented so that players must time their dodges for greater combat efficacy.

At the end of each dungeon (or arena level), the player character will have to defeat either a large wave of enemies or a boss enemy that is significantly more difficult than other, smaller enemies. Upon victory, the player will gain stat increases that will be allocatable with a simple stat system to increase things like damage, health, or stamina.

There will be respawn points in each level where the player can spawn after death. Upon approaching the spawn point, they will be activated as a checkpoint that autosaves the player's location and stats. There will be no manual save system, so the player will have to carefully consider their choices when activating/reactivating a different spawn point and allocating stats.