Game Details

We are going to design a turn based strategy game where a person controls five characters and has to defeat the computer. There will be different character classes so that the characters have different abilities and stats. Different characters will be more beneficial to use against certain enemies than other characters.

There are going to be different maps with different objectives(there might be enemy placement randomized). The actual artwork for the maps will be provided by Malane, him taking our ideas and drawing and sketching them, making them come to life.

Thomas seems to be the go to guy for the details of the game such as the architecture behind the game and how to connect levels to each other as well as GUI ideas. He has the whole flow of the game idea written out based on ideas that all of us agreed upon.

Cedric and myself have ideas for the way the actual game will look and what events will take place when different buttons are pressed as well as ideas for computer's AI and how the loot system will be implemented.

There is going to be a tutorial level which will explain to the user how to play. After the tutorial there will be 4 or 5 levels to beat in order to beat the game. The levels will have different objectives such as kill all enemies, survive a certain number of turns, get to a position on the map. The characters will be able to level up at the end of the level. Tyler has an idea of how he would like to implement the game level.

The board is going to look similar to a chess board, with squares for either an enemy of a character. All the characters will move, then attack or do some sort of action if possible, then it will become the enemy turn. There is going to be a dial at the bottom of the screen that says whether it is the enemy or the player turn. The bottom of the screen will also say how many enemies are left and how many player pieces are left. The top right of the screen will display what turn it is which will be useful for the turn based level. There will be an attack pattern depending on which type of enemy is attacking. One type of enemy will be more likely to attack a certain type of player piece. We are also hoping to put in a loot system so our characters can get better weapons which will enhance the damage a character can do. The person playing will be able to access the loot system once they have beaten the level and are in the world map view. There are a few other things we would like to do, but it depends on if time permits.

Team:

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| **Team Leader** |
| Sandy Carnevale |
| **Team Members** |
| Malane Thou |
| Thomas Zangari |
| Tyler Hagerty |
| Cedric Alves |