Programming Project

Proposal

Title: The Chambers Of The Twilight Terror

Overview of your idea:

A simple dungeon crawler.

Multiple levels (one boss per, final boss being “Twilight Terror”)

Different enemies that each pose different threats to the player

Different playable classes (Wizard, Warrior, Archer)

Two players

Difficulty slider for a harder challenge (with better rewards to aid your next run)

Interchangeable weapons that carry over between levels

Outline of what you want to achieve as an outcome:

An enjoyable couch cooperative game to play with friends that still provides a bit of challenge or a game to speed run and get a faster time than before (so I can appeal to a wider audience)