

Blatant Zelda Ripoff

Description

Blatant Zelda Ripoff (BZR) is a micro version of the top-down arcade platform action game Legend of Zelda.

The player will begin at the start entrance of one dungeon, traverse said dungeon, fight enemies, collect loot, and ultimately slay the boss and rescue the princess.

Throughout the dungeon are powerups for the player's health, damage, and armor. Guarding these treasures are several types of monsters of variable difficulty.

The dungeon, just like Zelda, is separated into several prefabricated areas. The player must defeat all enemies in an area before the door to the next area opens and allows progress. Visi vi until the boss area, then game over.

Goal: Explore dungeon, defeat enemies including boss, rescue princes

Number of Players: 1

Player Controller: WASD for direction + SPACE for attack

Player Animation: None – The player will move but will not animate

Player FX: Sword slash, player is hit, player is killed, enemy is hit, enemy is killed, boss is hit, boss is killed, powerup pickup, game end

Environment: Each “room” is a four walled container with an entrance door and one or more exit doors. The rooms are filled with obstacles, enemies, and powerups.

Pickups: health restore, damage bonus

Enemies:

Melee: simply follows the player and strikes at him with sword

Ranged: doesn't move but shoots slow missiles at the player

AoE: runs away from players and drops AoE “fire” to burn pursuing player

Audio: probably just some background music for dungeon crawl, and one celebratory fanfare for defeating the boss

Special FX: a cool effect for the boss dying, not sure yet exactly