Team 4 Project 4 Basic Design Doc

Genre

* Isometric Action-RPG
* Control 1 character
* Gain levels to upgrade/unlock abilities + increase stats

Controls

* WASD for movement
  + W, S- forward + backwards
  + A, D- rotation
* Camera follows player
* Other buttons for attacks and abilities
  + i.e.: space for basic attack, 1-4 for abilities

Character abilities

* Non-cooldown
  + Single shot (hits one enemy directly in front, long range)
  + Shotgun (hits enemies in cone, short range)
* Cooldown based
  + AOE attached to your character
  + Sneak (Turn invisible to escape/ avoid energy)
  + “Turn” enemy (Turns an enemy to your side until death)
  + Stun enemy (disables action for a short time, maybe aoe?)

Statistics

* Basic stats
  + Attack
  + Defense
  + Health Points
* Damage calculation
  + Basic Damage \* (Your Attack / Enemy’s Defense)

Character development

* Character gains experience by killing enemies and completing objectives
* Upon gaining enough experience, the character levels up and gains an upgrade point
* Upgrade points can be used to unlock new abilities or upgrade old ones
* The player also gains points to put into the basic statistics

Objective

* Explore world to get strong enough to defeat final boss (sandbox-style)
* Various quests can be done experience as reward
  + Exterminate enemies in area
  + Rescue people
* Final boss is Mainframe + Robot Factory
  + Robots spawn until mainframe is destroyed

Enemies

* Melee attackers
* Self-destruct kamikaze enemy (AOE Explosion)
* Shooting enemy
* Rocket enemy (slow projectile, does AOE damage on contact with an object)

Theme, Setting, etc.

* Robot enemies
* You are a human sent in to crush a robot rebellion
* Take assets from “Angry Bots,” Asset Store

Rules

* Camera is always centered on the player
* Camera is in third person perspective, similar to Diablo
* WASD moves
* The player can shoot guns
* Attacks cause damage
* Damage decreases health
* A agent dies if the health drops to 0 or below
* Player health restores slowly over time
* The player moves at a set speed
* The player can sprint to increase speed
* Sprinting depletes energy
* Can’t attack while sprinting
* If the player dies, they are teleported back to start
* Every gun that isn’t the basic gun uses energy
* Advanced guns can’t shoot if there is no energy
* Players get new weapons by defeating bosses
* The player can use abilities
* After an ability is used, it cannot be used again for a certain amount of time
* Enemies attack the player
* Killed enemies drop scrap metal
* Scrap metal can be traded to upgrade weapons and abilities
* Bullets always travel straight
* Lose some scrap metal/energy on death

Actions

1. Move
2. Shoot guns
3. Use abilities
4. Change weapons
5. Get energy
6. Pick up weapons/scrap metal
7. Look at weapons and abilities
8. Upgrade weapons and abilities

Jobs

* Map
* Player Movement &Attacks - Umang
* Player Statistics – Joe Adams
* Enemies/AI/Enemy spawning – Rachid Lamouri
* Background Game logic –Joe S.
* Shop –Joe S.

Mechanics

* Enemies try to kill the player with attacks
* Player tries to kill enemies with attacks
* Player collects energy + scrap from dead enemies
* Player uses scrap to upgrade abilities, weapons, and stats