Joseph Coston
Marek Listy
Jackson Staley
Sarah Trujillo

Bane of the Arcane

Revision: 1.0.1

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Overview:

Theme/Setting/Genre

Bane of the Arcane will be a fantasy/magic themed first-person shooter game set in one of several as-of-yet undecided locations: an eerie overgrown forest; an underground system of caverns; a shrub maze; stone ruins half-sunken in sand dunes.

Core Gameplay Mechanics (Brief)

- First-person POV.
- Monsters/ghosts attack player.
- Different mobs have different attributes such as:
    - path-finding
    - tangibility
    - awareness
    - hostile/passive
    - attack patterns
    - movement speed
    - ranged/melee attack strategies
- Player must banish ghosts and slay monsters using spells cast from magic wands.
- Mix-and-match magic wand parts/spells affect wand projectile behavior.
- Persistent fog/darkness inhibits map and enemy visibility.
- RNG spawn assist items:
    - Wand/spell upgrades
    - Recovery items
    - Single-use spells for temporary effects
- Enemies become more powerful/aggressive as gameplay progresses.
- Player mana bar dictates strength and quantity of castable spells.

Target Platforms

We will develop our game to be played on the PC, taking advantage of WASD keyboard movement and mouse-operated camera/aiming.

Project Scope

Game Time Scale

Assume <16 weeks for now...

Team Structure

- Joseph Coston: Project lead, coding; render infrastructure, map infrastructure, map generation, wand/spell assembly, attack/damage mechanics, spell behavior
- Marek Listy: item spawn, player movement, enemy movement, enemy AI, player stats, camera movement, GUI code
- Jackson Staley: map modeling, map texturing, lighting, cutscene cinematics (if applicable), wand modeling, wand texturing, spell animation design, assist item modeling/texturing/animation, GUI sounds, mob sounds, player sounds, magic/spell sounds, music, HUD design.

- Sarah Trujillo: player avatar modeling, avatar movement animation, avatar texturing, enemy modeling, enemy movement animation, enemy texturing, player/enemy damage animations, GUI deign/appearance, GUI sounds, mob sounds, player sounds, magic/spell sounds, music.

Licenses/Hardware/Other Info

We will be using the Unity game engine under an education license for game development. The game will make use of standard PC keyboard/mouse peripherals. We will be developing the game for Windows 10 PCs. Our GitHub repository is located at: https://github.com/joseph-coston/AzimelphStudios

Influences

The Elevator Pitch

Bane of the Arcane is a game all about banishing ghosts and slaying monsters in <setting of choice> using arcane magic. You play as a sorcerer, wielding powerful spells through mysterious wands that can be customized with mix-and-match parts that affect spell behavior. Gameplay becomes more difficult as the game progresses and enemies become increasingly enraged at your incursion on their realm. You must fight to vanquish all your enemies and rid <setting of choice> of its ancient curse once and for all!

Project Description (Detailed)

Azimelph Studios

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What sets this project apart?

- Customizable wands make for individualized gameplay.
- Most FPS games are military/gun shooter games, but Bane of the Arcane will use magic wands and spellcasting.
- The player will fight progressively harder NPC enemies instead of other players like in many FPS games.

Core Gameplay Mechanics (Detailed)

Story and Gameplay:

Story (Brief)

You are the legendary sorcerer Gaius the Great, bane of all things wicked on the mortal plane. You find yourself on a quest to rid <setting of choice> of its evil curse through the complete extermination of malign magic. To achieve your goal, you must defeat as many enemies as possible before their collective rage becomes an insurmountable challenge to withstand. Venture forth and reclaim <setting of choice> for the powers of light.

Story (Detailed)

Gameplay (Brief)

The player wields magic wands and casts spells to deal damage to enemies. They will need to employ different strategies to defeat different types of enemies. The player must pay close attention to both their health, mana, and the game clock. They will also find random item drops throughout the map with things to aid them in their quest. The player's sight will be limited, lending more towards close- to medium-range battling styles as opposed to long-range sniping tactics.

Gameplay (Detailed)

Assets Needed

2D

3D

Sound

Code

Animation

Schedule:

1/31/20: Basic concept art, further story decisions and writing

2/7/20: Beginning of coding, world generation, begin character/map modeling

2/14/20: Get world generation working with player camera movement and HUD

2/21/20: Player movement and enemy movement

2/28/20: Get players and enemies rendering together on same map

3/6/20: Enemy AI development begins, spell coding and modification

3/13/20: Enemy and player damage systems development

3/20/20: Buffer…

3/27/20: Buffer…

4/3/20: Buffer…

4/10/20: Importing map models and finalizing map interaction

4/17/20: GUI

4/24/20: Sounds and music

5/1/20: Finalizations and completion