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PRISM : Title Pending

PRISM (Name pending) is a boss rush dungeon game that will incorporate AI. AI will be used to train bosses as the player progresses, recognizing player patterns. An AI will also be used to generate a map to hinder or assist the player, creating 5-10 random rooms before getting to a BOSS.

** PLATFORM CONFIGURATION **

Using Unity to create the game, as well as other resources for assets and music. Github will be used to share files between developers. Jira will be used for workflow and task completion.

** STORY **

In process***

** GAME ENVIRONMENT **

The game is a 2D top-down pixel game, the maps will be built using a tilemap system. Enemies will be spawned randomly throughout the dungeon rooms, and will spawn according to the player's abilities.

The Game will start with the RED DUNGEON, this dungeon will be primarily based on red enemies that are mostly based on melee attacks. The Game will proceed to the YELLOW DUNGEON which will give the player a ranged weapon and start merging colors. This will have the player make decisions between weapons to defeat enemies. Lastly, the player will enter the BLUE DUNGEON, where all possible colored enemies will appear providing more of a challenge to the player.

Maps may be littered with Objects that can help the user block/dodge attacks. Some objects can break and hold items inside to aid the player.

AI INTEGRATION:

- Map builds according to the player's performance.
- The map can build itself to harm or help the player.
- Will be randomly generated with enemies and occasional Items to help the player.

** GAMEPLAY **

PLAYER

The player will move using ‘WASD’, the player will aim at their target using the mouse. Pick up items with ‘F’
Mouse:

- Left click: attack (all melee, shield bash, arrows)
- Right click: Block
- Shift: Dodge

Buttons will also be assigned to switch from melee and ranged as well as Inventory.

ATTACKING

If the enemy is of the color you use to attack the user will deal 1x damage, if the color does not match it will deal 0.5x, if the player is out of color it will attack for 0.25x.

- Red - melee/sword
- Yellow - range
- Blue - shield (Can Deflect)

Each weapon has limited use, to refill enemies will drop ‘color’ to refill the player's attack.

ENEMIES
Development will primarily focus on the three primary colors, secondary colors will be introduced if possible. Each enemy has unique movement and characteristics.

- RED: slow melee enemies
- YELLOW: Fast range enemies
- BLUE: slow Tanky enemies

Enemies can also be a combination of colors which will incorporate aspects of both colors (Introduced if possible)

BOSSES
The Boss Room will follow a rest area where the player can heal before the big fight.

- RED: Melee based ant with sword hand
- YELLOW: Range based cat shooter with orbs
- BLUE: Shield based golem with thrust/block shield powers
- RED, YELLOW, and BLUE: Have all 3 powers (will be done if time permits)

Bosses will randomly drop colors when attacking to refill your gauge during the fight. Upon defeating the boss you will regain full HP and color gauge.

AI INTEGRATION:
Run different scripts and weigh each decision depending on user input, current health, and other factors.

** USER INTERFACE **
START MENU

- START up the game
- Choose Difficulty * (increase enemy health/speed)

PAUSE MENU

- Quit Game
- Resume
- Restart

USER INFORMATION

- Color Gauge: Measures the amount of color the user has
- Health Bar: Measures the user’s health
- Equipped Weapon: Shows if the user is in range or melee

** USER INTERACTION **
OBJECTS
User will be able to pick up items

- Color drops
- First weapons

ENEMIES
User will be able to attack enemies

DIALOGUE:
User will be guided through (something)

- Controls
    - Equip/Use

COMBAT:
Sounds will be used to help the player

- Attacking an enemy
- dodging