

# COMP 1805 - Group project proposal

## Who are you?

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## Overview

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Dungeon Crawler set in the future. Player attempts to escape from a facility. Black, blue, space gray, white color palette. The player wakes up in a testing facility with strange powers and amnesia. Has to master powers to fight through floors and use mental acuity to solve puzzles in order to progress. As the player progresses, he earns experience to level up from defeating enemies and passing levels, and earns gold to purchase upgrades in between levels. There will also be random drops that the player can pick up to enhance their abilities.

The game is from a top down point of view. The player moves between rooms that will have random enemy spawns. Initially, the player can reach the next level by finding the exit. However as they achieve higher levels, limitations on the path they take will begin appearing. Symbols in rooms will indicate what path they must take (i.e. a room that has to be walked around, two rooms that have to be walked between, etc. (inspired by puzzles from The Witness)). Each time the player returns to their starting location they begin their exit attempt anew. If they attempt to exit upon taking a wrong path, enemies will be respawned (enemies that grant less experience less reward each time). The player is given abilities that will be upgradeable as he levels up. The enemies will be in 4 distinct categories: S, M, L, XL. Each type is more difficult to take down, the harder of which will require specific combinations of attacks to take down.

## Goals

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The player's main goal is to progress through the floors (levels), in an attempt to escape the facility. The player's medium term goals would be to acquire better equipment and gain experience to get more powerful, and to solve whatever puzzles each floor may present them with, such as finding a key or defeating a level boss. Their short term goals would be to clear or solve each new room they enter.

## Choice

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The player will be presented with multiple different levels of choice. Most obvious choices would be choosing what armor to wear or which powers to spend their experience on. Each presents new smaller choices, such as choosing the best way to solve a puzzle or choosing the best way to approach a group of enemies.

## Clarity

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The game will have a futuristic theme to textures and designs. The player will be given a tutorial level which is hard-coded. The player may also be given an indication of what certain symbols mean as they encounter them to design their exit path.

## Progression

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The player has an upgrade system for his abilities. There will also be random loot drops from enemies that can be equipped by the player. Enemies will become stronger as the game progresses by a steady amount, and if the player is getting too much stronger the enemies will keep up with him.

## Resources

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The player will collect gold which will be used to purchase upgrades. Skill points will be used to upgrade skills. The player's abilities will also be limited.

## Variety of Encounter

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A sense of randomness will be given to the spawns and level layout each time the player plays. No two playthroughs will be exactly the same.

### Support for variety

- Weapons: 3 different power; Electricity, fire, & earth w/ upgrades
- 4 different classes of enemies,
- Rooms: Doors, spawners, spikes, walls, Generators, floor, breakable walls, teleporters, & other special items placed in rooms to add room variety
- Random level design to create playthrough variety
- Medkit / healing items for limited health
- Randomly generated armor
- 3D printer themed item store

## Assets

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Design some of our own for character models and animations using sprite creation tools and simple pixel art. Find some basic sprites online to save time if needed. Sound effects and music either found online or recorded ourselves with a high quality microphone. We have access to voice actors as well if needed.

## Technology

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- Processing 3.0.1
- Processing-Sound library - [github.com/processing/processing-sound](https://github.com/processing/processing-sound)
- Aseprite - Sprite creation tool - <http://www.aseprite.org/>
- GitHub - version control

## Timeline

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**Feb 8:** Menu, room, player, abilities.

**Feb 23:** 1 level, 1 enemy type, min. 2 powers, basic chest armor, level up system, medkits, 1 power activated square, spikes

**March 1:** 2 levels, 2 enemy types, 3 powers, store, helmet armor, upgrades system

**March 8:** 3 levels, 3 enemy types, gauntlet armor

**March 15:** 4 levels, 4 enemy types, leg armor

**March 22:** 5 levels, 5 enemies, add polish

**March 29:** Game finished, continue to polish