Dungeon Crawler Design Proposal

# Project Description

This game will consist of a player that will be controlled with WASD and points at the mouse at all times and fires its gun when the mouse is clicked. The player will also be able to dodge in the direction that they are moving using shift or if they are not moving it will be toward the mouse. There will be different type of enemies with different attack patterns. Some will have pathing which will track the player, some will aim at the player, some will react to specific player actions, etc. There will be walls which will stop movement and bullets. There will be different items that the player can have: damage reducing, health increasing, damage increasing, different types of guns that shoot differently and have different damage stats. There will be saving.

# Competitive Analysis

This game is similar to the game [Enter the Gungeon](https://store.steampowered.com/app/311690/Enter_the_Gungeon/). It will have similar mechanics: dodging, shooting, getting better weapons, semi-random loot drops, a store. It will also have similar objectives: defeating bosses to get to chests (maybe just one boss for my game). I will most likely not implement a mechanic like flipping up tables, but if I have enough time I think it would add to the game. I will also not add features such as limited ammo.

[Hyper Light Drifter](https://store.steampowered.com/app/257850/Hyper_Light_Drifter/) is also similar. While the gameplay is fairly different aside from the use of dashing, I hope to partially emulate the enemy design specifically the bosses.

Unlike both these games I will have a level editor. I will also have a each “room” take up one screen and going out a door will then load another “room”.

# Structural Plan

Asdfasdf

# Algorithmic Plan

Fasdfasdf

# Timeline Plan

Asdfasdf

Maybe add usable items?

# Version Control Plan

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