CPSC Team Project Proposal
(Tutorial 6 - Team 2)

Updated Project Proposal for Week 6 (Demo 1):

Updated Main Idea:

We have changed our game to a platformer where the user runs through a 2d environment in which the user is able to navigate terrain filled with obstacles. In essence this game will be similar to games such as Celeste, and Ori and the Blind Forest.

Features :

The user will be able to change the appearance of their character in the settings menu. The player is able to use move commands to dash, jump, crouch, move left and move right. The game will have obstacles such as spikes, fans, leaf traps, and falling icicles with the possibility of more to be implemented provided due time. Along with this the game will incorporate a dash modifier power-up which will allow the player to regain a dash after it has been used recently, additionally the game will have a double-jump in order to further increase the complexity of the game and improve the user experience. The game will be developed in a way such that there will be 4 biomes and each biome will be progressively harder than the previous in the order of (Dessert, City, Forest, and Mountain). At the end of each of these biomes the player will encounter a boss which they will have to defeat using real-time (key press) events along with dodging hazards coming from the boss. The background of the game and the environment will change based on the biome that the player is in. The game will be playable with a background soundtrack along with in game sound effects. The goal is to have a two player local multiplayer system in which two individuals can play at the same time on the same machine. The user should be able save and pick up and continue their progress at any time using save and load features. Easter Eggs included 😊.

Main idea:

Our project will be an adventure game in a dungeon runner style. The game will pay homage to games like Link to the Past, Undertale, and Final Fantasy.

Features:

Play while you listen to an amazing soundtrack and sound effects. Will have local multiplayer capabilities. The user will be able to navigate dungeon style rooms, collect items and coins, battle monsters in turn based battles **(Including boss monsters!)** and upgrade their character and items while progressing through the maps and being able to trade and sell items and use their in game currency to buy better and more upgraded items and customize their character to get your character as personalized as possible at the in game trading center. The user should be able save and pick up and continue their progress at any time using save and load features. Once the game has been beaten there will be an option to "restart" the game and continue the progress but against much harder monsters, sort of a NewGame+ feature. Easter Eggs Included 😊