Jiabo Zhang And Zhimu Li

University of Regina

Background:

Nowadays, most people's daily lives become more and more stressful, so entertainment is a irreplaceable and necessary element in our society. And the different types games become the most common and effective solution to release pressure for many young people.

Objective:

Our project is about creating a 2D rouge-like scroll-rolling dungeon game with 10-20 minutes play time, so player can enjoy and pass the game during a short break. And the randomness in dungeon can make the game more challenging and interesting, and player can have different experience in every different round.

Development platform: Unity version 2021.3.11f1

Component:

Rigidbody 2D: this component can place gameobject under control of the unity physics engine. It means that it turn the asset into an entity.

Different types of collider 2D: this component can define the physical shape of gameobject, and determine how it makes interaction with other gameobjects which also define by collider 2D.

Script: this component can combine the codes and asset in game scene, we use C# in unity.

Cinemamachine: this component optimizes the basic camera function, it can make game camera smoothly follow main character.

Main Scenes:

Village scene: the village scene is the first scene after play start playing the game, the character can make basic movement and interact the NPCs. The objective of village scene is help player understand part of story line and gain some information about dungeon.

Dungeon scene: the whole dungeon scene is based on a script "RoomGenerator.cs". This script can randomly generate a dungeon map with over 30 rooms. And every room contain a monster, or an item, or a healer. Player can gain gold by defeated monsters, and unlock item to strength himself or ask healer to heal up with gold. The goal of game is finding the boss room and defeat the boss.

Battle scene: All battle scenes will be 2D scroll-rolling scenes (like KOF). There will be three levels of difficulty of monsters battles, easy, medium and hard. The different difficulty levels of monsters are respectively loaded different abilities (HP, ATK, and DEF), gold reward, status (phase 2) and AI system. If player do not want to explore, he can choose to challenge boss without any buff.

Monster wiki:

Level 1: demon1, demon2 , demon3

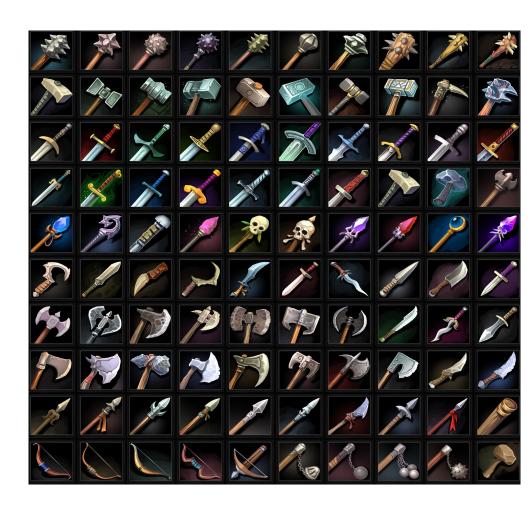Level 2: lion1, lion2

Level 3 (Boss):

Player: Witch

Item wiki:

Magic rod: lv1, lv2, lv3

Magic staff: lv1, lv2, lv3

Sword: lv1, lv2, lv3

Hammer: lv1, lv2, lv3

Asset packages: Sunny Land Forest Assets, Sunnyland, Orc, Custom Character_Vol3, Aekashics Librarium - Megapack III, Gothicvania-Town, Free_Pack.