Group 1

CIS267

Final Project Pitch

04 November 2023

**Objective:** It’s year 3 in the New World the gods created for the humans, but they have grown bored. Their discontent and other negative emotions have unknowingly transformed into monsters, ready to destroy everything. The gods, fearing for their humans, graciously sent their best knight to defend them, destroy the monsters, and save the New World from destruction.

**Movement:** Joystick and mouse and keyboard.

**Camera:** Top down in the overworld, side-view platformer in the monster battles.

**Enemies**: 3 level bosses each with their own AI system and minor enemies in the overworld with AI.

**Combat**: The player will need to kill the boss to move on. After the 3 bosses are defeated, the player wins the game. The player will have upgradable weapons depending on the monster they’re going to battle but include a dagger, sword, slingshot, and bow.

**Environment**: Yes. The player will be able to cut trees and collect items to sell for gold.

**Assets**: Medieval style pixel art. Sounds for the player walking, player or enemy getting hit, dagger/sword swing and slingshot/bow swish. We will use pre-made assets and we will create the bosses.

**Timeline:**

Week 1: Level design and player movement

Week 2: Camera movement and player moving between scenes, start game feel objects

Week 3: Monster movement/AI, finish game feel objects, and start inventory work

Week 4: Finish open projects and complete inventory