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| Team bmp |
| Time Warrior\* |
| A game where you have fun going through time and messing shit up. \*tentative title |
|  |
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Overview

## Premise

Travel through the ages to gain redemption, and "freedom". Fight, explore, loot, and level  
by yourself or up to 3 friends.

## Introduction

You are a prisoner for an unknown crime. Your freedom can be gained by going through the ages and liberate the demons infecting time. You are armed with a gauntlet that can transfer energy from the universe and creatures into “magic”. You’re goal is to get to your freedom.

## Genre

Action Role-Playing Game

## Target Demographic

T for Teen

## Technical Specifications

### Platforms

PC

### File Formats

### API’s

OpenGL using the Irrlicht Engine

### Code Language

C++

# Game Mechanics

The main mechanics of the game include the gauntlet, which creates the magic and weapons. The gauntlet has memory storage, which acts as the inventory system, which allows the player to switch their magic, weapon, and gear on the fly, using chips that contain the data.

## Core Functionality

### Data Files

TEMP

### Resource Loading and Unloading

TEMP

## Game Play

The game play uses a top-down camera for ease of use and navigation. Since there would be no reason in which to rotate the camera, there doesn’t need to be a camera rotation. The controls of the game would be a keyboard and mouse, and remappable. The default keys are as shown:

|  |  |
| --- | --- |
| Default Key | What it would be used for: |
| W | Move up |
| A | Move left |
| S | Move down |
| D | Move right |
| Left Click | Use whatever ability or skill is currently on the left click. |
| Right Click | Use whatever ability or skill is currently on the right click. |
| I | Open up the Inventory |
| M | Opens up the map of the current area. |
| Q | Use Health Potions |
| E | Use Energy potions |
| 1,2,3,4,5 | Swap whatever ability or skill with the left click or right click slots. |

### Game Initialization

## Game Flow

TEMP

## Game Elements

Magic is categorized by its element, which can be Divine, Fire, Ice, or Lightning. Each element has 3 levels of spells: Basic, Advanced, and Expert. When applied to the same target, spells can combine to create combinations.

### RPG Elements

An Inventory system will be implemented that WILL NOT pause the game. Players can switch whatever chips they currently have equipped with another chip whenever they want. However, they can still be attacked, and can still move. Each enemy defeated gives a certain amount of character exp, and each use of a chip gives a small amount of Chip exp. Each character level gives one chip level for the player to use as they wish, which helps them specialize in a certain element or weapon type. Extra chips, which can be found after the enemies are killed on the ground, can be sold for a certain amount of chip exp, depending on the chip sold, which can be applied to any chip chosen by the player.

### Enemies

More information can be found in each Level’s section titled Enemies.

### Weapons

There are four main weapon types, Slashing-Piercing-Bludgeoning-Ranged. Each weapon type also has 3 levels to it, getting more destructive as they go. Each weapon changes with the age dependent on what they are. For example a crossbow in the medieval era will change to a gun in the modern era. More information can be found in the Distinctive Player Characteristics section.

### Spells

Each level of spell acts differently in terms of how many targets it can hit.

|  |  |  |  |
| --- | --- | --- | --- |
|  | Basic | Advanced | Expert |
| Targets to Hit | Single | Multiple targets via mini-radius or chaining | Multiple targets with a greater radius than Advanced |

Each element follows the pattern described above.

|  |  |  |  |
| --- | --- | --- | --- |
| Element | Basic | Advanced | Expert |
| Divine | Divine Heal | Divine Barrier | Sanctuary |
| Fire | Fireball | Fire Blast | Armageddon |
| Ice | Ice Shard | Ice Frost | Blizzard |
| Lightning | Lightning Bolt | Chain Lightning | Thunderstorm |

# Levels

## Medieval Era

### Arthurian/European

#### Enemies

#### Distinct Player Characteristics

### Middle East Medieval

#### Enemies

#### Distinct Player Characteristics

### Far East

#### Enemies

#### Distinct Player Characteristics

## Modern Era

### Enemies

### Distinct Player Characteristics

## Post-Apocalyptic

### Enemies

### Distinct Player Characteristics

## Hub World

The hub world is a far future, based in the country that survived the apocalypse. This is the world that holds the prison that the player is held in. It also holds all the time warps to the other periods. Relatively small, considering the previous worlds. The countries name that survived the Apocalypse is the “Battalion of Magi Protection.”

### Enemies

There is only one enemy here; The Warden. He’s also the final boss. So in other words, there aren’t any normal enemies here, it’s more of a “get used to the game, practice controls” level.

### Distinct Player Characteristics

No distinct player characteristics here, except this is the base level.

# Story

## Main Story

You are a prisoner in the far future. In order to earn your freedom, you must go through the Coliseum of Time. At the beginning, the Warden appears to be helping you, as he gives you the gauntlet and tells you what it’s capable of. He is a descendent of the first king of the country (Country To Be Determined), that you meet in the Medieval area, and the descendent to the majority of other high political figures in the other ages. Once the player is at the end they proceed to the exit of the hub world, where they fight the Warden one on one, and if they win they get thrown back to do the entire game over again. If they lose they ALSO get thrown back to go through the entire game again. The end?

## Countries

Time Warrior has 3 main countries that the player can view as they slowly evolve throughout the time periods to the current time. They are the Battalion of Magi Protection, Dephry, and Libertica. Each country has its own history and wars. The country that actually survived the Apocalypse is the Battalion of Magi Protection. Dephry and Libertica both failed as societies during the Apocalypse, due to not being as up to par with the Battalion’s magic.

The rest of the World history can be seen in the file “TemporaryHistorySeniorProject”