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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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| This document is a GDD for the Senior Project team BMP. Copyright 2011. Full GDD can be found by scrolling down. Woot. |

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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.

## Core Functionality

### Data Files

TEMP

### Resource Loading and Unloading

TEMPT

## 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. CONTROLS GO HERE.

### Game Initialization

## Game Flow

TEMP

## Game Elements

Magic Elements are Fire-Ice-Lightning-Null-Light. Each element has 3 levels to it. Players can combine any spell of equal level with any other spell to create a combination spell. Combination spells can be created using any number of players, max of 4, to create a new spell.

### 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.

### 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

Basic Spells hit only one Enemy. Advanced Spells hits multiple enemies, via mini-radius or chaining. Expert Spells hits multiple enemies with a much greater radius than the Advanced. Also, each element can also summon an elemental or greater bird to help you in battle. These also are skills that can level-up.

Fire: Fireball -> Fire Burst -> Fire Shower

Thunder: Lightning Bolt -> Chain Lightning -> Lightning Surge

Ice: Frost -> Mist -> Blizzard

Light: Heal ->

Null: Magic Missile->

# 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

### Enemies

### Distinct Player Characteristics