

Dungeon Quest

Project 02 Proposal by Margaret (Meg) Summers

Basic Summary:

My vision for this project is to make a mini-story based dungeon game. The game will be about a kid who runs out of money and needs to go into a dungeon to collect more coins. But the dungeon is swarmed with cave spiders so the journey to get the coins would be a lot harder than expected but the kid perseveres to be able to buy that one thing he's always wanted.

In Depth Description:

The specific idea would be to have a small opening animation that would introduce the story (explain why the kid is going into the cave in the first place, etc). Preferably it would be separated into sections that could be controlled or fast forwarded by the user (for replay purposes). After the intro, the game would begin and the user would go through 3-4 levels of the dungeon collecting as many coins as they can and finding the door to the next level. The dungeon levels would get progressively harder, meaning more enemies the further down they go and the coins would be harder to get (they would be in more obscure or guarded areas). If they are hit by a spider they would restart the level and would lose the coins they already collected on that level (this differs from the prototype which gives you an immediate endscreen). If they are unable to pass a level (or potentially hit by the spiders too many times) they would be able to exit via the door they came into and get a endscreen for getting no coins. If the user makes it to the last level they can use the final exit door to escape the cave. The game would end with a small animation and a small store front where the user could choose which prize they want to buy depending on how many coins they collected. The end screen would change depending on the item they bought, how many coins they got, how many spiders they killed etc.

Differences from the Prototype:

- Addition of different spider movements
 - In the prototype the spiders only move vertically, so the main game would include spider that move horizontally
 - *Potentially add* more complex movements (example they go in a circular shape)
- Animations
 - Due to bugs and converting the project to OOP I wasn't able to add a piece of animation to the prototype in but the main game would have multiple short animations to showcase the storyline
 - *Potentially add* some gameplay outside of the dungeon, such as the user going from the dungeon to the store to buy their prizes
- Image/Sound assets
 - Ideally for the final game I will be making my own art for the avatar, spiders, coins, etc (Hopefully give each dungeon a background too)

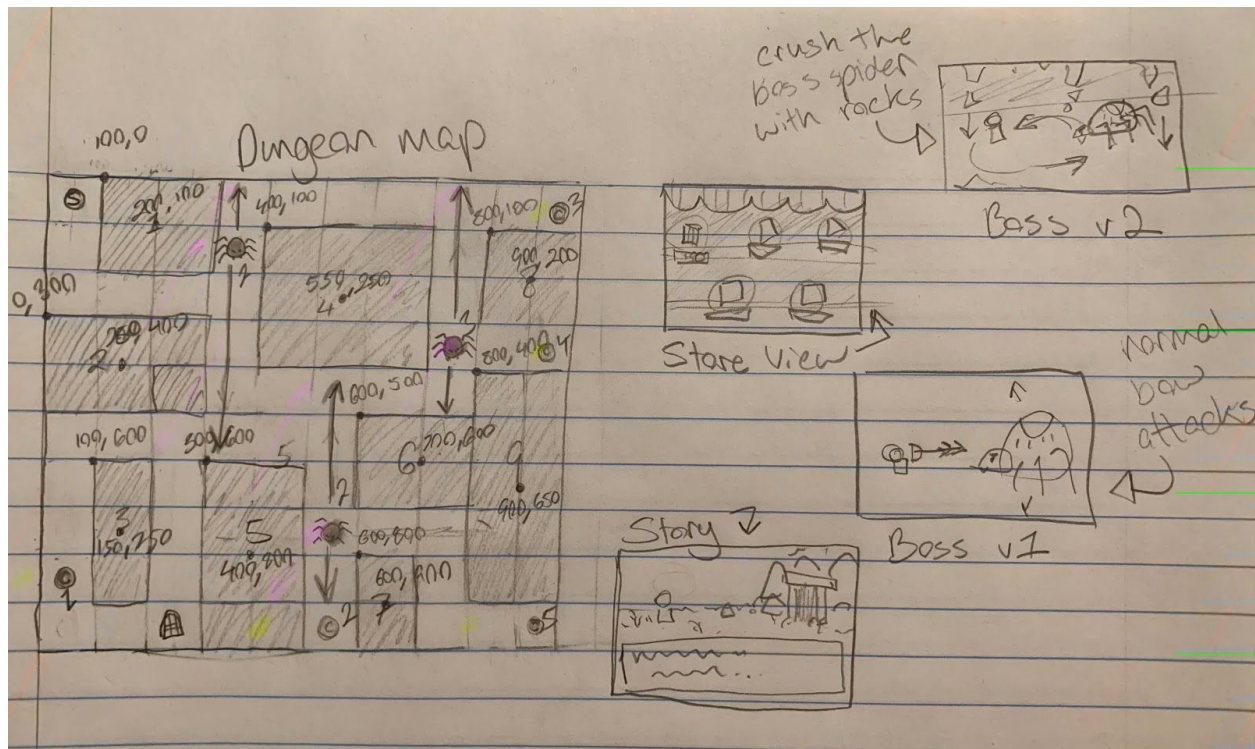
- I would also created more version of the avatar including darker skin tones, non binary/no gender avatars, etc.
- I would like to find some soft music to play during the game to it's not complete silence.

Game mechanics I want to add if time permits/if possible:

- An extra level with a big boss spider that would take 3 shots to kill.
 - Would require more complex code since it would behave differently then the other spiders (follow the user and/or have projectiles to throw at the user)
 - Would be protecting a treasure, with a lot of coins (Allowing you to buy the most expensive item in the store)
- Adding so that the user has to go through older levels to get back up to the surface
 - So the game would go like (level 3->2->1->2->3->surface)
 - Would need add something that would keep track of what is alive/taken on each level. For example, if you didn't kill a spider on level 2 and you come back up to that level that spider will still be moving/able to get you.
- Game timer to record how long it took you to play
 - Just a fun way to see if you can speedrun the game, or compare scores with others
- Add different enemies
 - Change some spiders (or add other enemies types??) behaviour to make it harder for the player
 - I would need to add some sort of message or explanation to help the user know how to fight them (so they don't need to restart often)
- Add more customization for the avatars
 - Be able to choose which the shirt/pants/head is on your avatar. This one may be a bit too much as I already plan to add more avatars to the game for more variety

Main technical Difficulties I will face:

- Creating different paths/behaviours for the spiders
 - Specifically if I do the boss fight I will need to add more complex code to control the more unique pathing/movement
- Animation
 - Although I have done a bit of animation in the first few exercises I feel like my vision for the game has more complex animations.
 - I will also need to use timers and such to control the animations
- Lag/ file size
 - With the addition of more animations in the title screen and more art the program will become harder for my computer to run so it'll be important to keep everything as small as possible so it's not too much for my laptop



Here are some rough thumbnail sketches of what the game will look like:

Image on the left: Map of one the dungeons, will be creating one of these for each of the levels

Boss v2 sketch: Mysecond concept for the boss fight where the user would use falling rocks to defeat the spider instead of their bow. (the arrows would stun the spider so that the rocks can fall on it)

Store View sketch: What the store section will look like. Each circle with a square in it represents an item the user can buy, the small rectangle underneath will have the price. The user will use the mouse to select which they want (same as avatar select)

Boss V1 sketch: The original though for the spider boss. The spider would move up and down while sending webs or projectiles at the user. The user would need to hit the spider 3 times to kill it

Story Sketch: example of the story animation for the beginning of the game. The avatar would be walking up to the dungeon entrance and a small word box on the bottom of the screen would narrate the story. There would also be more art centered shots such as an empty wallet to show that your going in to get more coins/money.

This is not a good representation of my art skills!! I did these quickly to get my ideas down. See my exercise 05 for a (somewhat...) better representation of my art