Superhero Fantasy Platformer(working)
Super Fantasy 7

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v1.0.0

1   Overview

Theme, Setting, Genre

We will be designing a 2d metroidvania platformer that takes place in a (mostly) renaissance medieval, high fantasy, setting.

Core Gameplay Mechanics (Brief)

The core gameplay will consist of going through dungeons to get a special item and killing the boss at the end of the dungeon. The dungeons will have at least two rooms with enemies and one puzzle room. The enemies you kill will drop health so as to keep the player playing aggressively rather than defensively. As you kill enemies you will get xp and you can use this to upgrade your skill with your items.

Target Platform

The game will be developed for PC using keyboard controls. Gamepad controllers will be implemented if time allows.

Project Scope:

Game Time Scale

There will be a working version of this game at the end of the 16 week time frame that is given.

Team Structure

Jacob Santillanes (Ulteelectrom) is in the art section of the class and will be proving assets for the game.

Licenses/Hardware/Other Info

The game will be made in Unity with blender being used to create assests.
Github repositiry: https://github.com/murphy-97/SuperFantasy7

Elevator Pitch

Dark Lords stole the Planar Focus and shattered it into the Shards of Alignment causing our world to merge with another world. You have to defeat the Dark Lords, retrieve the Shards of Alignment and reform the Planar Focus in order to separate the worlds once again and return everything to normal.

2 Unique Project Aspects

- Fetures a mix of both clasic fantasy and superhero themes.

- Uses radomised dungeons to deliver a unique experience in every game.

3 Story & Gameplay

Story (Brief)

Bad Guys are merging two worlds together. One is a high fantasy setting and one is a super hero setting. You need to separate the worlds and return everything to normal. You play as either a hero or a knight.

Gameplay (Brief)

Basic platforming. The player can collect special items to interact with the environment or find new ways of beating the enemies. The player will have a basic attack, and a skill tree to upgrade their items and their basic attacks.

4 Schedule