

SUPER WARRIOR MAD MEGA QUEST

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CPI 111 Final Project

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Introduction

Overview

Super Warrior Mad Mega Quest is a role- playing game that allows the user to choose between one of three unique characters with separate abilities to complete a diverse, challenging, and action-packed game. The game uses the goal of trying to finish the game in the fastest time possible to promote fun, competitive gameplay between different users. The game will give a brief introduction and tutorial on how to use each character's abilities most effectively.

Story

The game will take place in the medieval fantasy land of Noakanda and will stretch across several different environments as the player beats each level. Each level will contain several enemies with unique attack abilities, as well as a final boss for each level. The 'goal' of each character is the same: to steal the gold from the final boss, Dynamic Conqueror. Each character has a unique backstory as to why they want to kill Dynamic Conqueror and take her gold for themselves.

Game play

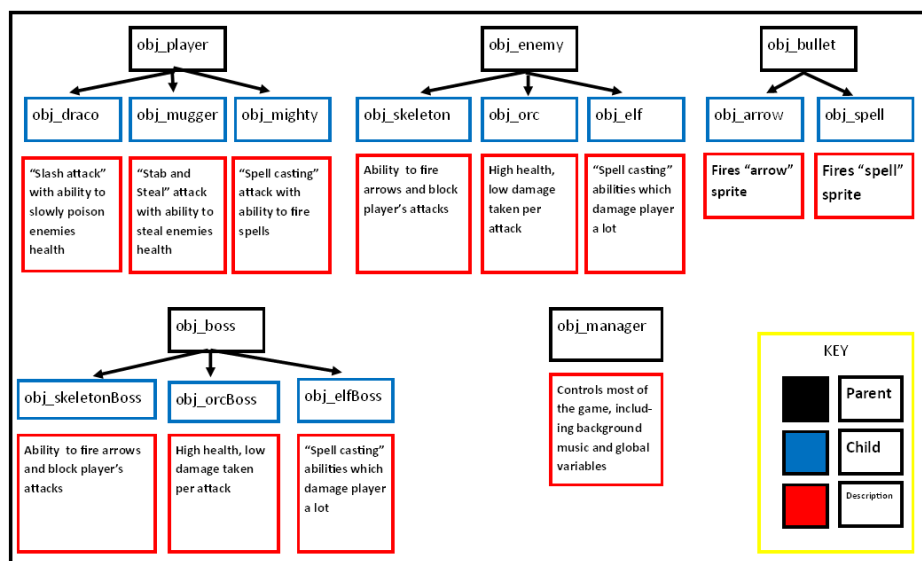
The player is one of three characters with unique abilities: Draco Fortunate: the famous vampire, Mugger Ocular: the skilled smuggler, or Mighty Wanderer: the powerful wizard. Draco has the unique ability to be able to 'slash' an enemy, and slowly poison their health. Mugger has the unique ability to 'stab and steal' and enemies health. Finally, Mighty has the unique ability to cast spells and preform a ranged attack. Whichever character is chosen, the player must navigate through the land of Noakanda, fighting unique enemies, until the player reaches the end of the level, where they must battle the level boss. Once every level has been completed, the player will battle the final boss, Dynamic Conqueror, and attempt to steal her gold. After the game is completed, the player will be taken to a 'win' screen, where their time is displayed on the leaderboard. The 'lasting' appeal of *Super Warrior Mad Mega Quest* is that it compels the player to continue playing to either beat their personal best time, or to attempt to beat their friends' best times.

Features

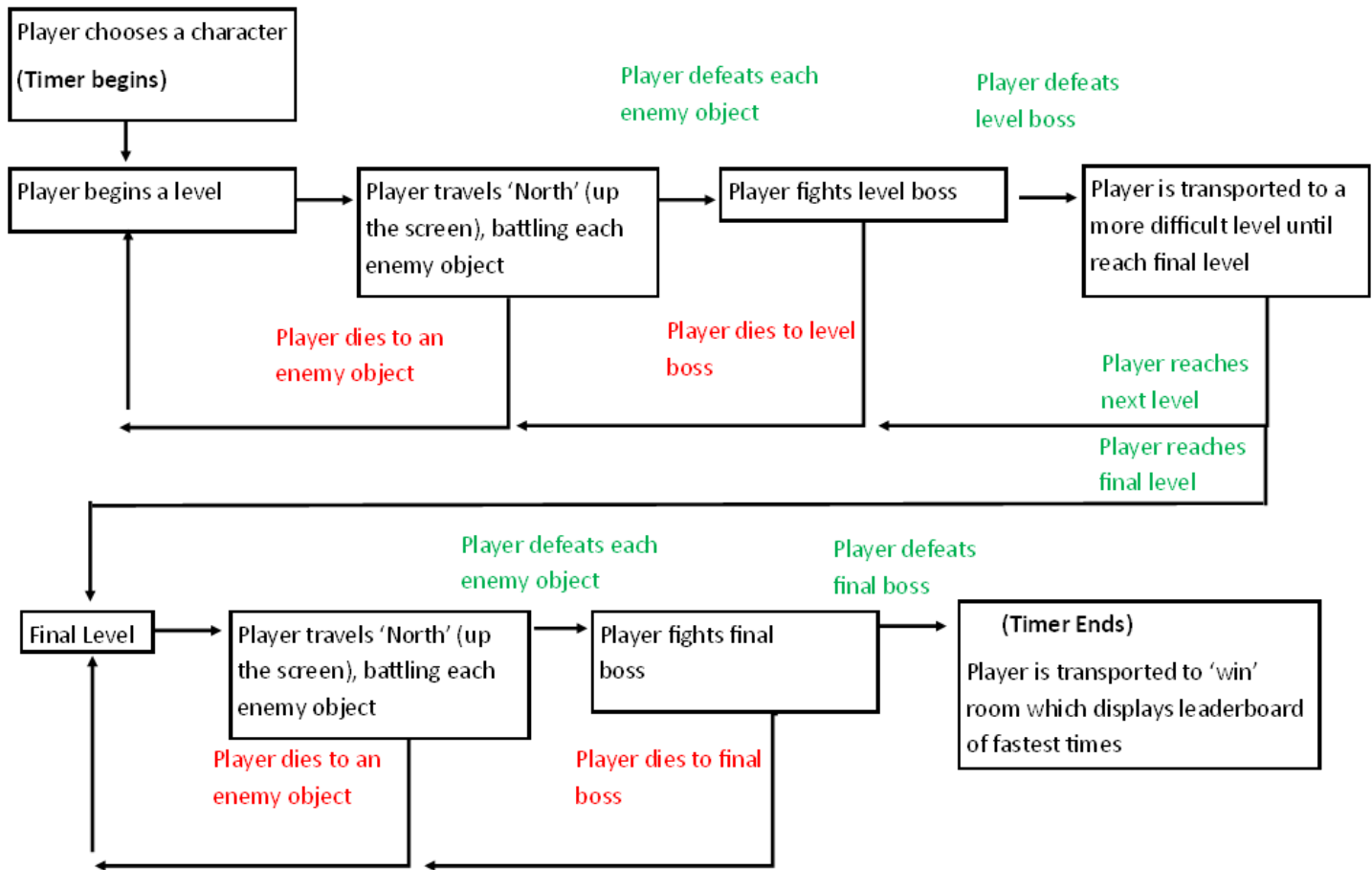
- Single player game play
- [At least] 3 different enemies and level bosses
 - Skeleton – can fire arrows and block certain attacks
 - Orc – is a strong, brute enemy that delivers powerful blows
 - Elf – is a powerful enemy that can cast certain spells on the player
- Player Control: 'WASD' to walk, 'X' to attack
- AI
 - Level enemies will walk across each level until meeting the player, at which the enemy will turn into an 'attack' state.
 - Level Bosses will transport the player to a new room, where they '1 vs. 1' the level boss

Game Objects

- **obj_manager**
 - Much of the game will be controlled through this object, it will hold global variables for things like time, score, as well as the creation of different objects
 - No sprite
 - Will oversee playing of background music (snd_background)
- **obj_player**
 - Will be a parent object (no actual sprite for this object)
 - Tells which state the player is in (walk, direction, attack, die, etc)
 - Child objects include: obj_draco, obj_mugger, obj_mighty
 - Child objects will have an additional 'attack' state, which depends on each character's unique ability
 - Will be responsible for playing sounds when player attacks, dies, etc (snd_attack, snd_die, etc)
- **obj_enemy**
 - Will be a parent object (no actual sprite for this object)
 - Controls which state enemies are in (walk, direction, attack, die, etc)
 - Child objects include obj_skeleton, obj_orc, obj_elf
 - Child objects will have an additional 'attack' event, which depends on each enemy's unique attack ability
 - Will be responsible for playing sounds when attacked, the enemy dies, etc (snd_enemyAttack, snd_enemyDie)
- **obj_boss**
 - Will be a parent object (no actual sprite for this object)
 - Child objects include (obj_skeletonBoss, obj_orcBoss, obj_elfBoss)
 - Child objects will have unique 'attack' events depending on the boss
 - Will be responsible for playing sounds when attacked or when the boss is defeated, as well as a 'congratulatory' sound when the player defeats a boss and moves to the next level (snd_defeatBoss)
- **obj_bullet**
 - Will be a parent object (no actual sprite for this object)
 - Child objects include (obj_arrow, obj_spell, etc)
 - Used for anytime a player or enemy fires an object at each other



Level Design



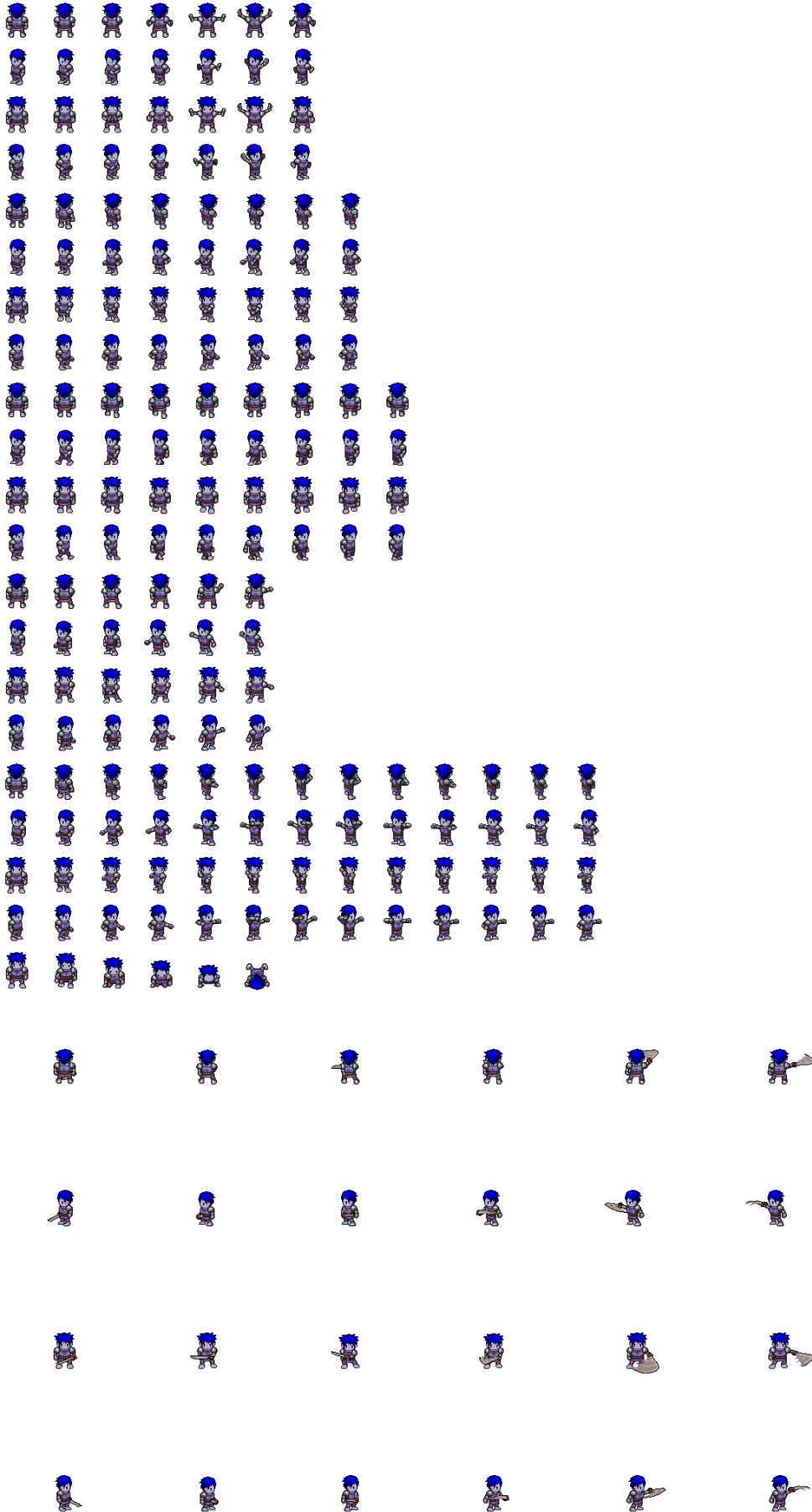
Project Timeline

Week	Timeline
1	Continue game design and finish creating object / background sprites, including trees, bushes, bridges, etc.
2	Code manager, wall / background, and all parent objects. Add sounds and sprites to applicable objects
3	Code child objects, including each character/enemies' special abilities. Add sounds and sprites to applicable objects
4	Design [at least] 3 levels, each level increasing in difficulty.
5	Finish user interface (Start/ Info screens, win screen, lose screen, leaderboard, etc.), and finishing touches

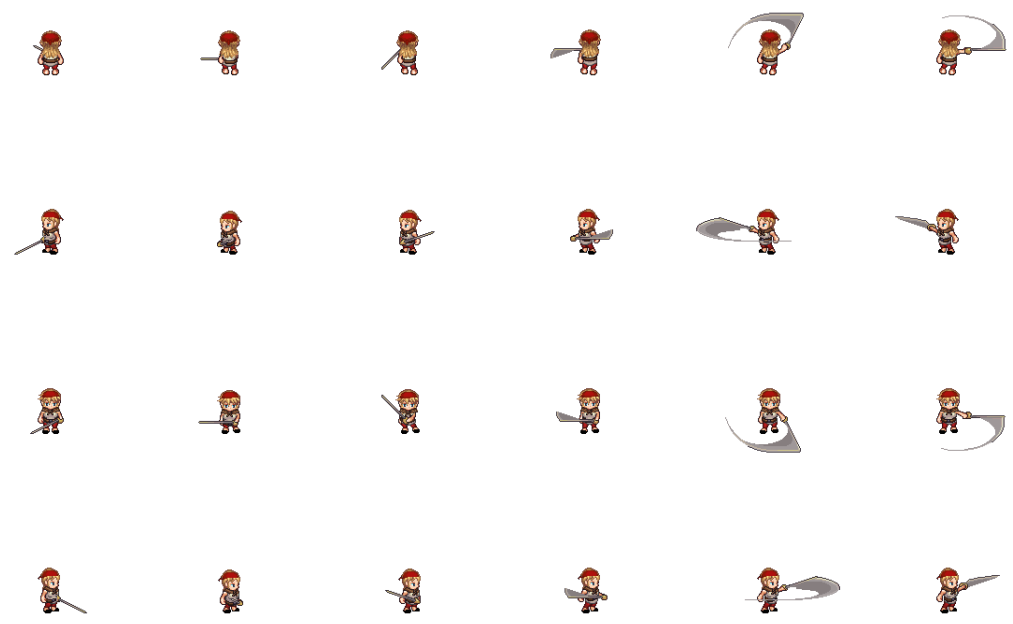
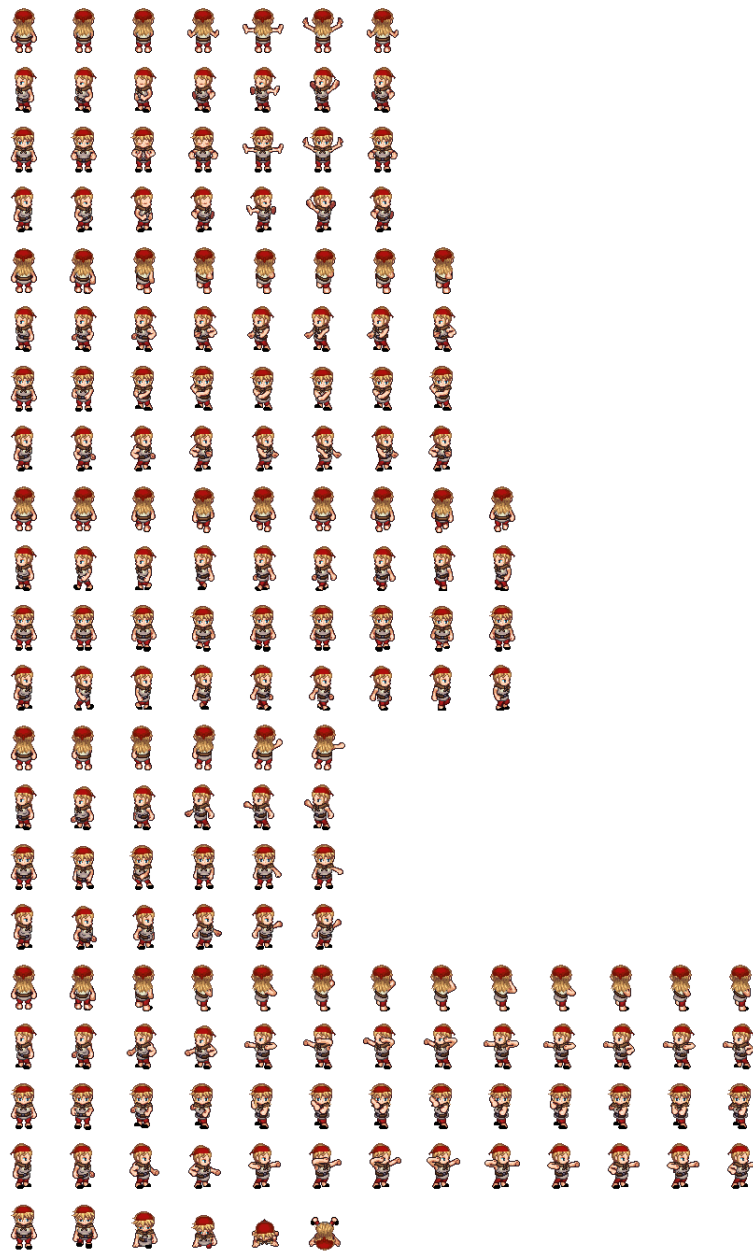
Object Sprites / Concept Art

Object sprites were designed using Universal LPC Character Sprite Generator

Draco Fortunate



Mugger Ocular



Mighty Wanderer

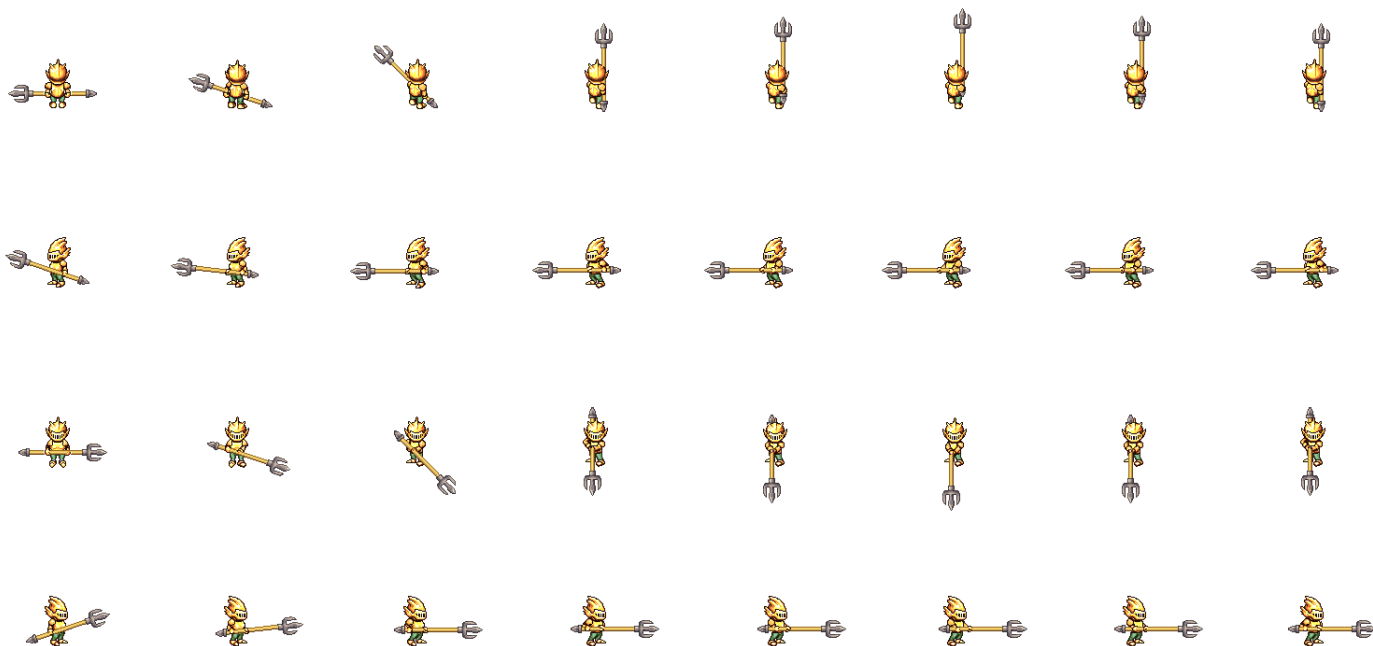
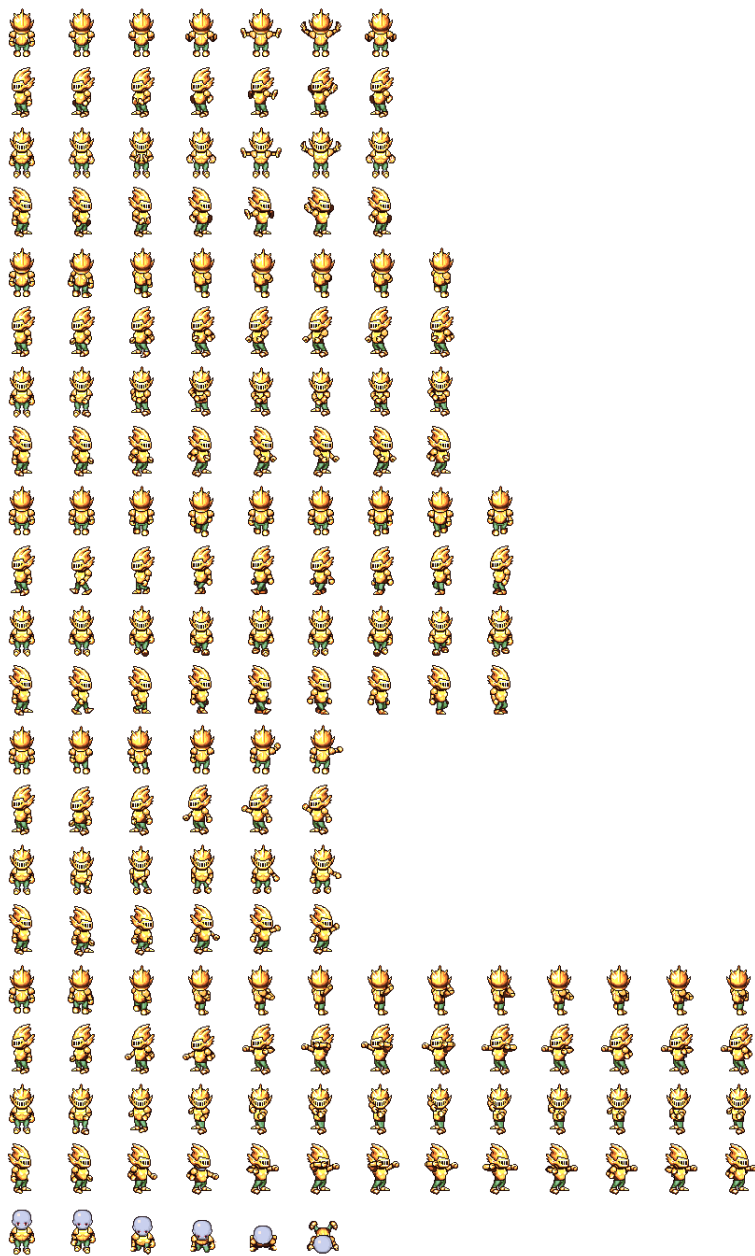


Skeleton Enemy



Orc Enemy



Elf Enemy

Dynamic Conqueror (Final Boss)