

CMPT 276 Group Assignment # 1

Overview:

For this project we will be making a 2D-style turn-based game consisting of various characters, including but not limited to the main character, enemies and other objects that will help make the foundations of the game.

Design:

Map: The map size will remain same (11 x 11) throughout the game but with added enemies and obstacles.

Characters: all character sizes are one cell each, at no point in the game can a single cell have more than one character (unless the enemy catches up to the main player).

Objects: similar to character all objects take one cell at a time.

Move list: characters can only move up, down, left, right and no diagonal moves are to be registered (certain obstacles are exempt from this). Main player can try to defeat enemies later on in the game.

Gameplay:

At the start of each round the main character will spawn at a starting cell in the map, the goal of the game is to make sure the main character reaches the exit cell which can only be triggered once it has accumulated enough points from the rewards on the maps.

The game will have various levels of increasing difficulty as the player progresses but the map size will remain the same. The map will include both obstacles and enemies to hinder the progress of the main character.

The enemies will chase the main character throughout the map. Once an enemy catches up to the main character the main player loses some or all of its points which may end the game. The obstacles will pop out randomly on the map and will have different effects on the main character such as slowing it down or doing some damage to the player.

Reward system helps the main character to accumulate points, these rewards much like the obstacles will also pop up randomly and will have a timer associated to them. The main player will have a set amount of time to get to the reward before it disappears.

Powerups are a special kind of reward that will aid the main character in completing its task. These can include increasing the speed of the main character, increasing the time the rewards stay on map, slowing down enemies and equipping the main character with the ability to defeat some of the enemies.