

Visuals & SFX

- Visual style guidelines and requirements
 - Sprites and world are in pixel art style, lots of royalty free art assets we can utilize from sites like itch.io
 - Coherent visual style from picked assets
 - Similar themes of medieval RPG style assets
 - 2D platformer world
 - Possible implementation of edge grabbing, jump rolling, etc
 - Parallax scrolling background with layers
 - 2D Camera
 - Smooth interpolation for player tracking
 - Camera shake for on hit effects to emphasize impact
 - Reactive pixel simulation if feasible? (low prio)
 - Flammable oil particles
 - Collapsible sand / rock / debris simulation
 - Destructible environments (static objects that have physics)
 - ex: wooden platforms that can be burned by oil barrels when lit on fire
- Sound effects and music
 - Utilize royalty free music
 - Background music during normal game play and maybe more intensive music during boss fights
 - Ambient sounds pertaining to level background can also be an option, with music only during boss fights
 - Sound effects for on hit effects to emphasize impact, for both player hits and being hits
 - Sound effects for destructible environment objects (barrels / wooden platforms / fires / etc) if implemented and applicable

Gameplay

Rogue-like core game loop with the primary focus being defeating enemies that spawn until a kill counter is met or the player has died.

- Primary objective: Unlock new levels/stages until the end of the game
 - Each level will spawn normal enemies and boss enemies

- Level completion (or stage discovery) upon defeating boss enemy
- Boss enemy spawns after certain amount of normal enemies defeated
- Core game mechanics:
 - Playthrough progression
 - Defeating enemies grants experience points, which will be used to level up the player
 - Full heal upon level up
 - Allocate one (or more) points for stat upgrade
 - Unlock a chosen ability every couple intervals of levels (5 maybe? Arbitrarily chosen, but based on progression speed of levels/stages and other variables)
 - Player death is progress semi-persistent
 - Meant to guide players to acclimate to game by slowly introducing more and more abilities to be available to player's disposal, whilst increasing player's stats on each run to scale with difficulty
 - Primary focus is to improve at the game itself, not to brute force with an abundance of stats like health and damage
 - Player stat upgrades (move speed / health / etc) will not be transferred upon death
 - Player ability upgrades (double jump / magic / dodge-roll/ etc) will be transferred upon death
 - Permanent death: respawn at start of game, no saving between spawns
 - Playthrough randomness
 - Randomized items that alter player's stats can be will be dropped by bosses or randomly by normal enemies
 - Levels/stages can be randomized but still keep general difficulty progression
 - Earlier level/stage enemies do less damage, later level enemies do more damage, etc
 - Multiple bosses to be randomly chosen from if there's sufficient time and resources to implement
- The game may be level-based or discovery-based. If the latter is chosen, the player may discover parts of the game world if defeating bosses/solving puzzles is achieved.

