Final Project Proposal – Daniel Weng

I do not plan to work with a partner for my final project.

For my final project, I plan to make a fighting game/ defending based on the “Old One’s Army” event in terraria. The game consists of 3 levels (and maybe an endless level). The goal of each level is to protect a certain structure that enemies try to attack from both the left and the right side. If you successfully defeat all enemies and keep the structure standing, you win. If you die or the structure is destroyed, you lose. I plan to make 3-4 weapons the user can use and switch throughout. Each weapon will have a corresponding element (fire, ice, water, and electric is what I’m planning to use) and each have 2 different abilities that go on a cooldown when used. I also plan on making an elemental reaction system where you can apply elements on enemies and if 2 different elements come into contact with each other, a reaction will occur. For example, if fire and ice come into contact, a “melt” reaction would occur and would deal bonus damage to enemies. If and water and electric come into contact, it will cause an “electro-charged” reaction that stuns the enemies and deals damage over time. Additionally, you gain gold from defeating enemies and can use the gold to upgrade your character’s stats or upgrade your weapons’ stats or some other stuff I haven’t come up with yet.



I am planning on adding 3 types of enemies and maybe 1 or 2 bosses. The 3 types of enemies are 1: small and weak but fast enemies. 2: slow but tough enemies. 3: weak and normal speed enemies but can shoot projectiles at you or the structure. The bosses will most likely be extremely strong and tough but incredibly slow or they will be average toughness but “buff” the other enemies or spawn more of them.

The controls I’m planning to use is wasd for movement even though I probably won’t be adding any platforms for the player to jump on. E and Q for the abilities of the weapons. E will most likely be more spammable while the Q is like the “ultimate” and has a long cooldown.

The players hp and cooldowns will be displayed at the bottom of the screen while the hp of the structure will be displayed directly above it.



