Diablo 2 … D

Richard Wolfmayr	11714228
Ionut-Viorel Gingu	11933844
Simon Hackl	01611357
Fabio Pernegger	11714227

Inspired by the project idea slides we decided to develop a web-based side scroller action RPG game. As the name suggests, it will be something like a hack and slay game like Diablo 2, but downsized to a scale more fitting for a browser game and probably more shooting than hacking. To have a picture in mind: side scroller games are for example the old super mario games.

Technology:
HTML5, CSS3, Javascript
We will use the free Phaser-framework https://phaser.io/
Phaser is well established and is in use for games like this a lot. It gives the developers enough freedom to create various games of different genres, while providing many useful tools for faster efficient development. Phaser internally uses Canvas and WebGL so the games can therefore be run on most devices on a browser, and the development can be done in JavaScript.
For our internal organisation we will use GitHub, so everyone is always up to date on the same code and we don't have to spend too much time on defining clear interfaces and putting together our codeparts.
The textures and sound files will consist of a mixture of our own specially created ones, and probably some stock images and sound effects.

Goals/Requirements for the Game:
-A hero should be able to move UP, DOWN, LEFT, RIGHT with the WASD buttons
-The hero should have a lifebar, and a resource bar
-The hero should be able to use different attacks and spells and weapons
-The player should be able to switch attacks with '1', '2', etc and aim with the mouse
-The hero should be able to collect items that increase his experience or health
-Enemy creatures should be moving and attacking the hero
-There should be an overview map, where the player can choose different levels
-The player should be able to level up his hero, giving him new spells/weapons
-Some storyline should be included, the concrete setting is not defined yet
-Sound effects and appealing or funny visual effects should be included
We will prioritize the goals based on how much value they bring to the game by first focusing on core game functionality and then improving from there if time allows.