

ABYSSWALKER

Genre: 2D Survival Sidescroller

Target Audience

- Players who are a fan of dark fantasy such as games like Dark Souls, Castlevania, or Bloodstained.

Gameplay and Mechanics

- The player can move from left to right on the screen using keyboard or the controller. The player can also dodge/roll to evade enemy attacks which will have I-frames in it and the player will need to manage the space they have to fight enemies because they will be spawning from either side of the screen. Players will also be able to upgrade their stats at the end of each wave until they face the final boss.

Player Goals

- Players will need to fight a horde of enemies which will spawn a boss at the end and if the player beats the boss they win and have the option to restart or quit the game.
- Players must need to build up their stats to survive the following waves.
- If the player dies, they go back to wave 1.

Features

- Boss Battle towards the final wave
- A revive feature where players can revive during a wave
- Support for PC and Xbox controllers
- Wave Survival with various enemy types
- Players can level up stats
- Enemy AI that spawn on either side of the screen to surround the player

User Interface (UI) Design

The UI Design will be simple as it will have the player's health bar, stamina bar and revive bar at the bottom of the screen. There will also be a wave counter at the top of the screen and how many enemies they have killed.

Unique Selling Points

- Stamina: Players must manage stamina when it comes to combat.
- High Risk Resurrection: Risk essence to retry fights instantly.
- Players can upgrade their stats during the end of each wave