

Project 2:

Time Lapse

By: Roman S., Daniel Y., Vitaliy K., David B.



Screen shot from *Enter the Gungeon* retrieved from
<https://attackongeeek.com/enter-gungeon-nintendo-switch-review/>

Game Description

- Our game is a simple rogue-style dungeon crawler with a time-travel based story.
- The story goes that you are a modified human from the future and somehow your time machine ends up broken during medieval times. Your goal is to find the fragmented time machine parts to rebuild your machine and go back to your own time.
- It will feature collecting items to get stronger and killing lots of enemies as we travel through rooms in our levels.
- There will be multiple kinds of smaller mobs to kill from which we collect keys from in order to fight the bosses for each level.

Overall Mechanics

- WASD keys for player movement and arrow keys for strafing
- Tap or hold spacebar to fire weapon
- Power ups can be acquired by walking over them
- Permanent power up increases stats such as increased damage, increased projectile range or speed, and increase movement speed.
- Activatable power ups may be dropped or kept, have cooldowns, and a limit to how many can be carried at a time.

Complexity Requirements

- Realtime game (15 pts)
- Scrolling world (20 pts)
- Enemy types (Rich behavior 20 pts)
- Power ups (25 pts)
- Multiprocess (50 pts)
- Art (20 pts)

Total: 150 pts (flexible)

Basic GitHub Tools

Projects

- Add new ideas
- Show progress of project
- To Do, In Progress, Done

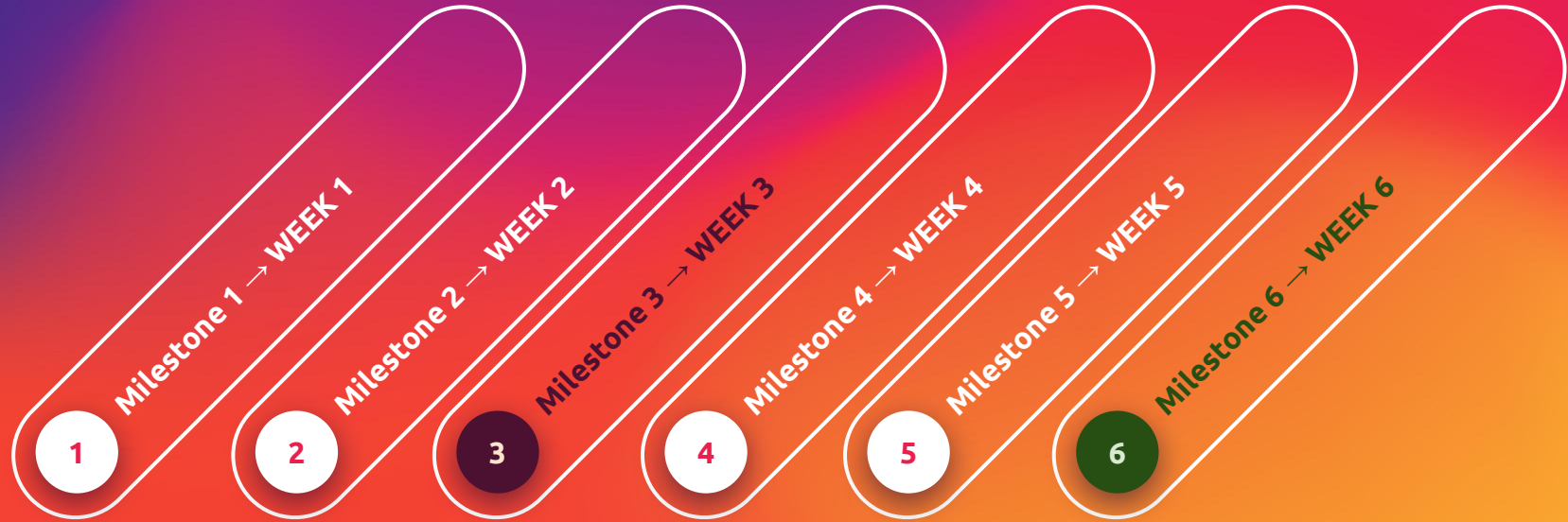
Milestones

- Organize Issues
- Deadlines

Issues / labels

- Specific features to be added
- Keep track of bugs (labels)

Development Tracking



Any questions?

