

## **A 2D Zelda Style Game**

### **Group 7**

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The goal of this project is to create a two dimensional game inspired by Zelda. This game will include multiple levels that a player will progress through in a specific order. The basic layout of the game will include the UI layered on top of the overworld, as well as a character the user can see. The character will be what the user controls and uses to interact with the world and or level with. In a sense, the user can see the character as an avatar of themselves experiencing the game. The levels themselves will be a semi open world that the player has freedom to move around in and interact with. There will be other characters in the world that the player can interact with, but will not be able to control. These other players could include enemies that try to attack the players and there will also be friendlies that can give tips and tasks for the player to do. Once the player completes the level, a map will be loaded and the player will be able to progress to the next level. Game difficulty will also be able to be controlled and the higher the difficulty means that more enemies will spawn and the player has less health overall.

Users will be able to access the game on a laptop or pc. Users will be required to use a keyboard to input controls to the game. The user loads up the game and a GUI will be rendered that the user can interact with leading to the start menu loading in. If this is the first time a user has played the game, the user will be prompted to start a new game. If the user has played the game before they will be allowed to continue their previous game via a save file. A controls button will be present that shows the game's controls. The user can select the exit button to exit the game. The user will be able to create multiple game files and save each one. Each game file will be identified uniquely by the name a user chooses at the beginning of a new game. Game file names can not be identical. The user will also have the ability to permanently delete saved game files, but will be prompted with a warning before the deletion occurs officially.

The basic controls of the game must include up, down, left, right, and pause. Other specific controls will need to be implemented to interact with the world, such as attacking and defending against enemies and communicating through text boxes to the friendly characters. The game will have two methods of saving a user's progress. These methods depend on the level and the difficulty. Progress will either be saved upon the completion of a level, or secondly through checkpoints.

The goal of this project is to implement a game which includes a GUI and levels, and receives inputs from the user.