Rayce Ramsay

Major Project Proposal

CSC30 Period 3, Mr.Scott

May 26, 2017

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**What, Why, and How**

For my major project assignment, I want to create an adventure role-playing type game similar to that of The Legend of Zelda series. It will consist of a single player who can roam around multiple premade tile based maps/levels. When the player moves past the edge of the screen or enters a door, the next corresponding level will show up. As the player moves along the screen, the map will scroll with them to show the rest of the map. There will be different types of enemies who spawn in the level that can harm the player. The player will have a sword that can be used to attack and defend themselves against enemies. There will not be any real storyline to this game (unless time calls for it), but my goal is more so to be able to create the FUNCTIONALITY of a free roaming top down adventure game.

My inspiration for this idea comes from the games “The Legend of Zelda” and “The Legend of Zelda: A Link to the Past”*.* I like the idea of making a game where all the game elements revolve around a grid/tile system, including the movement system, the collision system, and the graphics. I also think it would be cool to make premade maps using a map maker and then have them save as something I could load in to the actual game. One of the main reasons I want to do this is because I love playing the Zelda games, just as my Dad did, so I think it would be fun and challenging to put my own twist on it by making a similar type game.

To start off the process of making this game, I will decide what the grid system will look like. This includes the tile size, how big the levels will be, how much of the level will be shown around the player at once, how many levels will be made, and how to store the levels and tiles. After that, I will spend some time looking for/creating assets to use in the game. These assets include player images, environment images, and enemy images. Once these are found/made, I will focus on making the player. This includes a user controlled movement system, animations, a user-controlled attack, and a health system. Next I want to create a mini map maker program to visually create maps/levels and save them in to a format that can be used for the game. This mini-program will include a very simple UI and the grid of a map to press on a desired tile and place it where desired on to the map. After that, I will move on to implementing the premade maps. This includes displaying the proper map, and giving tile-specific features if necessary, (i.e. the player can’t go in water tiles). My next step would be to include enemies in to the game. This includes making enemy specific behaviours, and deciding when a certain enemy will be placed in the game. I want to include at least two different types of enemies, but if time calls I will implement more. Finally, any additional features or last minute touches will come at this point.

**New Skills Needed/Possibly Needed**

* Saving/Loading levels
* Sound implementation
* Mainly just logically thinking and planning how to piece everything together

**Feature List**

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| Must Haves | Nice to Haves |
| * Grid/tile-based system * Map editor to create and save different tile based levels * Different levels that the player can move and explore through * User controlled player that can move freely and attack/kill enemies and has a health bar * At least two different A.I. enemies that spawn in the game and can attack the player * Some sort of way of moving from one map to another | * More than two different enemies * More maps * Multiple available weapons for the player * Some sort of score, such as how many enemies the player has killed * Power-ups/items to regain health or give certain temporary benefit (i.e. stronger attack) * Some sort of objective to the game, such as finding the hidden treasure or something * Start screen/end screen/pause screen * Sounds/music for the game |

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