Almoravids

*Almoravids is a historically inspired RPG that follows Yusuf ibn Tashfin’s journey to unite the Maghreb and al Andalus under the banner of the Almoravid dynasty. Complete challenges, defeat enemies, and collect handy artifacts as you progress from the Sahara to the heights of al Andalus. After finishing the campaign, defend your territories from endless waves of invaders in Siege Mode.*

# Concept

In Almoravids, you take on the role of *Yusuf ibn Tashfin*, a skilled and charismatic leader who dreams of uniting the tribes of the Maghreb and the taifa’s of al Andalus into one powerful Muslim empire, that of the *Almoravid Dynasty*. Facing numerous armies and political challengers, Yusuf must defend Muslim lands, conquer key territories, and build an empire rooted in religious and cultural unity.

The game spans from the Sahara through the cities of Morocco and into al Andalus, with each level representing a significant milestone in the Almoravid campaign. By completing challenges, engaging in tactical combat, and collecting useful artifacts, you advance through the key stages of the Almoravid empire's rise.

With each victory, you unlock the next chapter of the story, traveling north through Morocco into Spain. The final stage of the campaign takes place at Sagrajas, where the Almoravids fight off King Alfonso VI's army to ensure a lasting Muslim presence in Iberia. After completing the campaign, you unlock *Siege Mode*, where you must defend the unified Almoravid territories from endless attacks.

# Gameplay

**Combat** Basic combat with a variety of enemy types, each with simple AI behaviors (some enemies chase, others patrol or have ranged attacks). The player can use a range of moves, including close and ranged attacks, and gains powerups.

**Levels** Five main levels including a tutorial, each representing a historical chapter. Players encounter boss fights at the end of each level.

**Powerups** A new powerup is introduced at each level (health regeneration, increased attack power, invisibility, etc.) Powerups can be used in the following levels and in Siege mode.

# Game Modes

**Story Mode** Main campaign, following the Almoravids journey. Players complete each level by defeating the final boss. Each level introduces a new artifact with a special powerup that can be used in the following levels and *Siege Mode.*

**Siege Mode** Unlocks after finishing the campaign in *Story Mode*. Endless survival mode where enemies will attack Almoravid territory. Earn points by staying alive and defeating enemies. Powerups are scattered around the map. Game ends when you run out of health.

# Levels

**0. Sahara *Goal*** Unite the Sahrawi tribes

***Gameplay*** Basic combat training to introduce gameplay mechanics

***Boss*** Lamtuna chieftain

***Powerup*** Tasbih, restores one life

**1. Marrakech *Goal*** Establish Marrakesh as Almoravid capital

***Gameplay*** Clear the area of enemies

***Boss*** Ibn Tumert

***Powerup*** Litham, grants invisibility for limited time or till dealing damage

2. **Fez**  ***Goal***Secure Fez as major cultural trade center

***Gameplay*** Keep the enemies from escaping to stack up on resources

***Boss*** Abu Bakr al-Turtushi

***Powerup*** Belgha, grants speed increase for limited time

**3. Tanger *Goal*** Reach the port and set sail for Iberia

***Gameplay*** Try to get to the boat without dying

***Boss*** Tarif al-Matghari

***Powerup*** Compass, **TO BE FURTHER THOUGHT OUT**

**4. Sagrajas *Goal*** Defend Almoravid territory against Christian forces

***Gameplay*** Fight off waves of enemies using the powerups you collected before

***Boss*** Alfonso VI of Leon and Castile

***Powerup*** Adarga, shield which grants invincibility for limited time

# Requirements

Werken met GitHub https://github.com/sharaftien/gamedev

Start scherm **IN PROGRESS**

Game Over scherm **IN PROGRESS**

Geanimeerde held en/of enemies In orde

Minstens 2 levels **IN PROGRESS**

Minstens 3 verschillende enemies **IN PROGRESS**

Minstens keyboard ondersteund In orde

Basic Physics

* Collisions met objecten en enemies **IN PROGRESS**
* Acceleratie en momentum held **IN PROGRESS**

Basic AI

* Elke enemy type heeft andere AI **IN PROGRESS**

Sprites en Tileset

* Geen gekleurde blokjes die over de background color bewegen In orde

2 Design Patterns

* Singleton, game manager
* Factory, enemy creation
* State, player health en powerup states

SOLID

* Extra folders om klassen in te plaatsen **IN PROGRESS**
* Minstens 3 bewijzen van SOLID **IN PROGRESS**

Extra’s

* Held kan powerups oprapen **IN PROGRESS**
* Je hebt 3 levens, wanneer geraakt ben je onschendbaar en flikker je **IN PROGRESS**
* Bounciness?  **IN PROGRESS**