

# Legend of Warriors

By Everest Elites



# Game Description

In this game, players choose from multiple warriors, each representing a powerful community. Fighters engage in hand-to-hand combat, using punches, kicks, and special moves to defeat AI-controlled opponents. The goal is to win battles, collect rewards, upgrade abilities, and unlock new outfits and weapons to gain an edge in combat."

"As players progress, they will fight across various maps and arenas, facing tougher enemies and uncovering secrets behind the tournament. The ultimate goal is to become the Legend of Warriors, earning glory and power for their community.



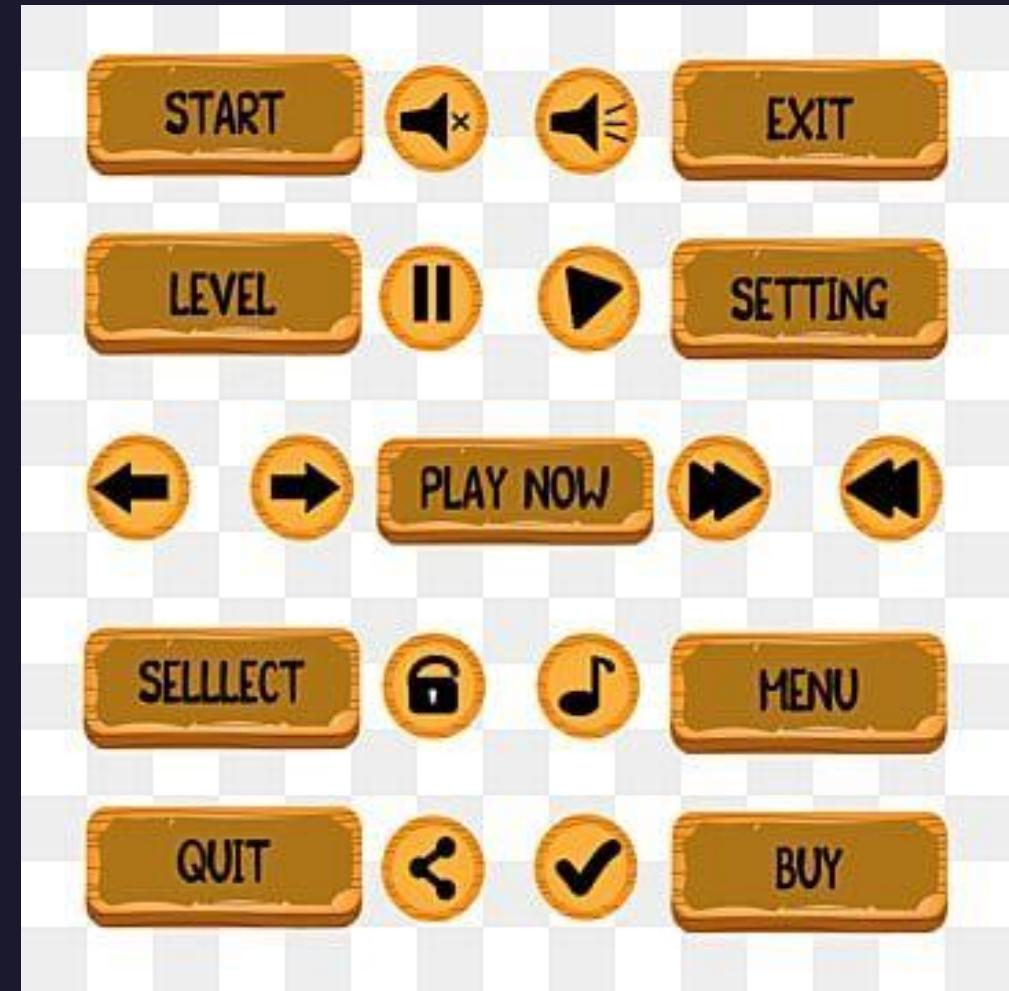


In the ancient lands of Everest,

# Storyboard Menu 1.0 – Menu Display

Action - Player choose our game to play and get directed to main page.

Player is in the first interface of the game to choose what to do next!



# Storyboard

## Scene 1.1 – Chose shop

Action – Player is now in the shop to select characters, buy weapons and outfits.

Player gets new weapon and new character for the game. Player can choose to upgrade his weapons by using the coins after the game.



# Storyboard

## Scene 1.2 – Chose Character(Player)

Action – Player wants to change the character with desired superpower.  
The characters has different special powers, player choose the one with high jump.



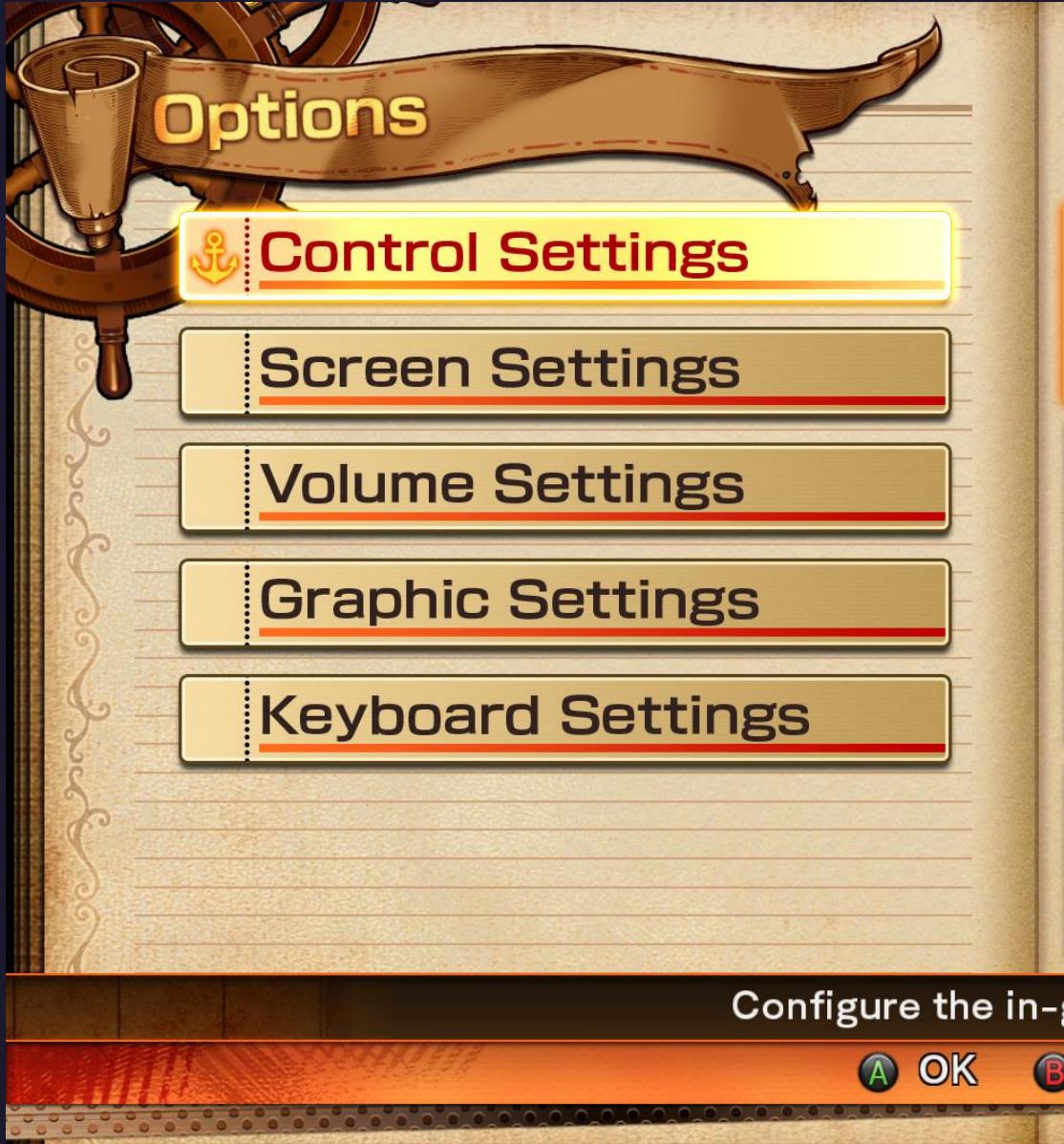
# Storyboard

## Scene 1.3 – Chose achievement

Action – Player wants to see the Achievements.

Notes – By the achievement screen he took a look at his previous rank, total coins, the power ups before the game starts.





# Storyboard Menu 1.4 – Choose settings

Action - Player Choose Settings from menu.

By using the settings, the player changes the volume, difficulty level, know about the keyboard usage.

# Storyboard

## Scene 2.0 – Entered to Battlefield

Here, players will step onto the battlefield, marking the beginning of the game.

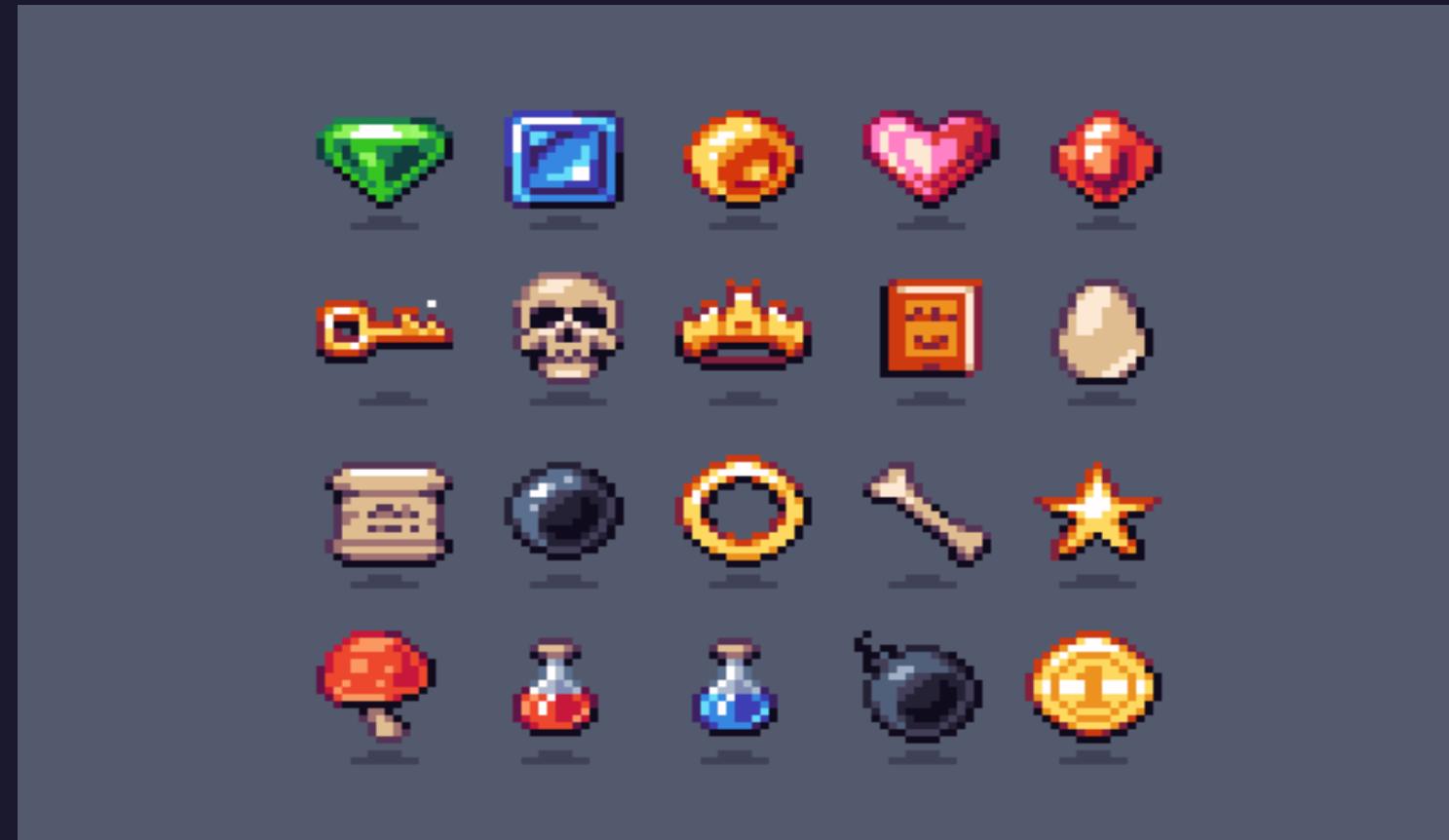


# Storyboard

## Scene 2.1 – Collecting Collectables

Before the battle begins, players have 30 seconds to collect essential collectibles from the surrounding area. Weapons, armor pieces, and potions are spread over the scene. Some items are hidden in crates, while others might be found near fallen warriors or supply caches.

Collecting these resources before the fight starts provides a crucial advantage, enhancing combat effectiveness and survival chances.



# Storyboard

## Scene 2.2 – Attack Moves

For attack moves, players have four primary moves: Jump, Crouch, Kick, and Punch. These attacks will help in dodging high attacks and executing low strikes, knocking back enemies and a reliable attack for close-range combat.



# Storyboard

## Scene 2.3 - Change in health bars

The health bar starts full and green but gradually shifts to red as damage accumulates.



The player engages in battle, and with each hit, the health bar starts to turn into red, indicating decreasing health.

When the health bar becomes completely red, the player dies, triggering a game-over screen.



# Storyboard

## Scene 2.4 – Using special powers

A bright energy field surrounds the player, changing color based on the power used.

The player activates a special ability, such as a speed boost, enhanced attack, or temporary invincibility.

This mechanic allows players to turn the tide of battle, offering momentary advantages that require strategic timing.



# Storyboard

## Scene 3.0 - Game End

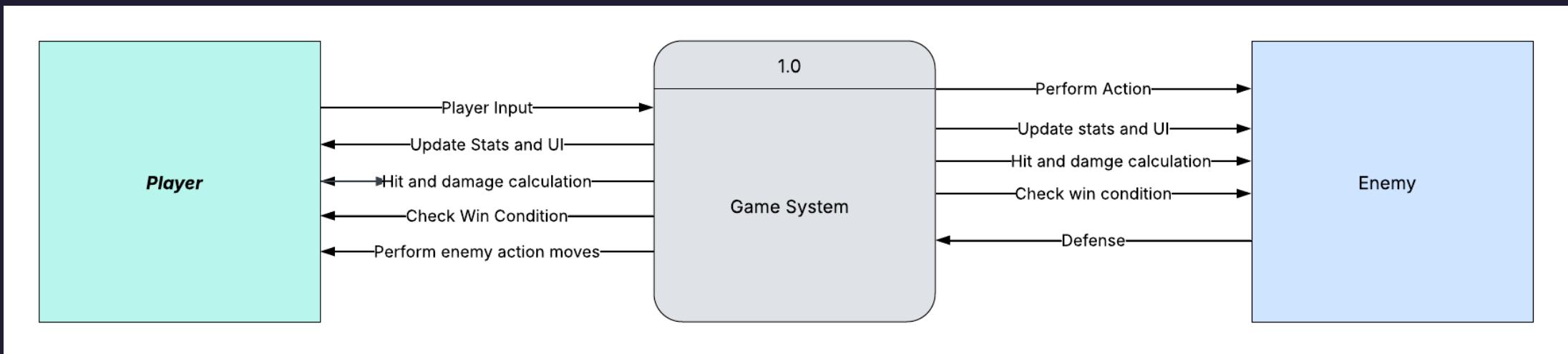
The screen fades to black or display a dramatic final animation.

The player either achieves victory to become the Legend of Warriors or faces defeat and die in the battlefield.

A victory or defeat message appears, accompanied by relevant visual effects.



# Context Diagram

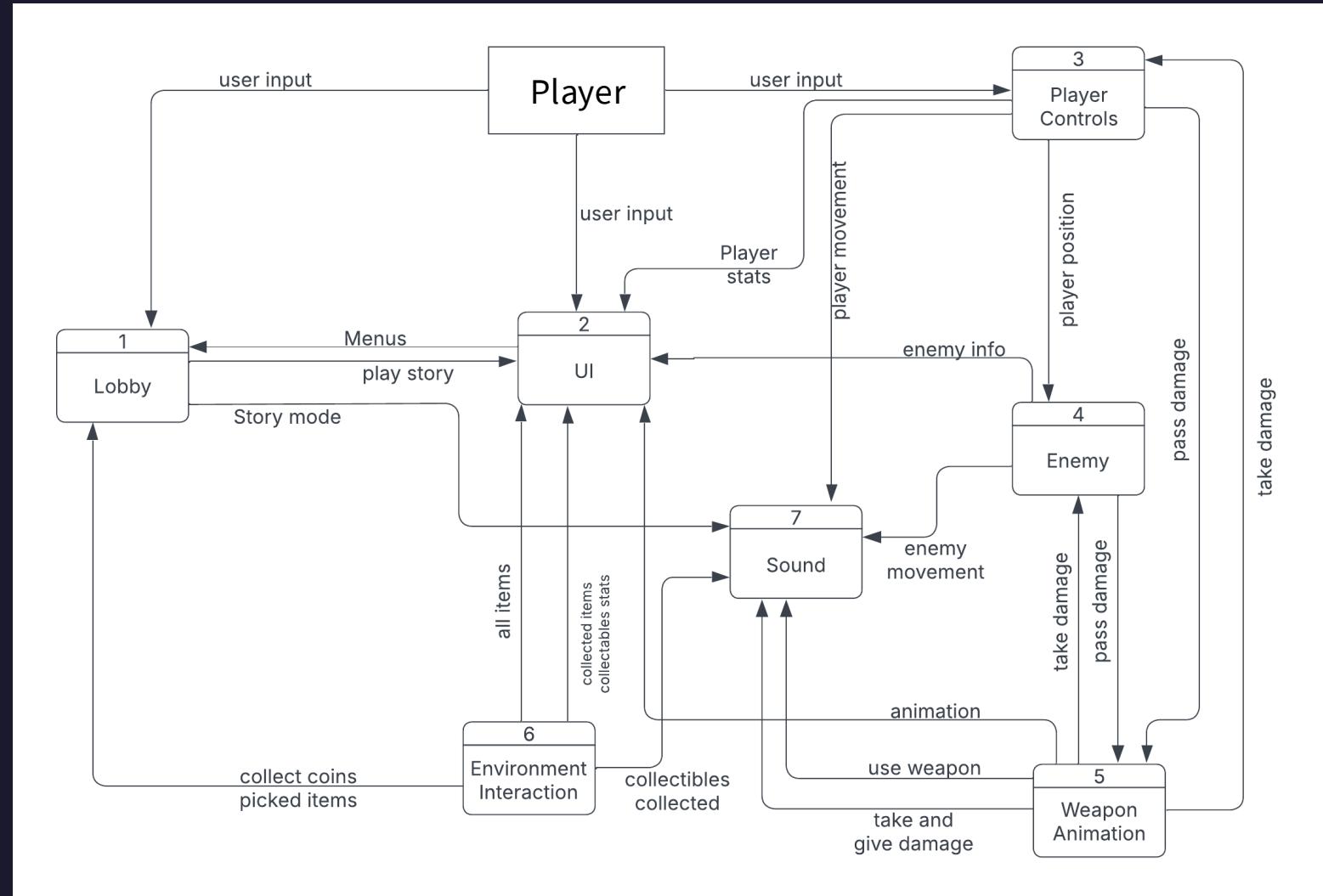


# Level 0 Diagram

Entities:  
Player(Actor), Other entities

Data Flow  
Eg: User ---user--> Player Controls  
input

1. Pramil
2. Shruti
3. Pratik
4. Dristanta
5. Kushal
6. Sikha
7. Prabesh



# Global Use Case Diagram Breakdown

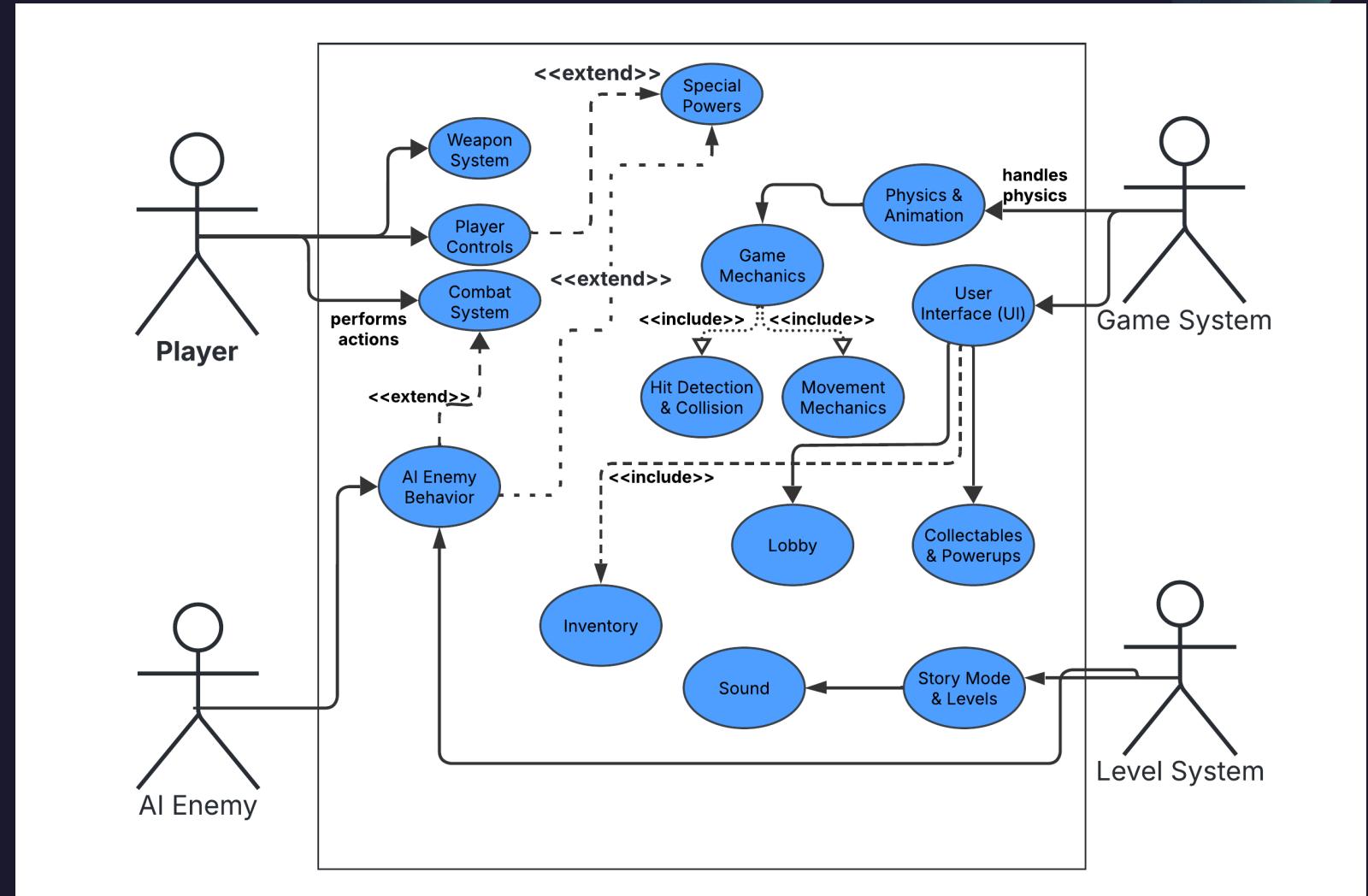
In this global use case diagram we have four key actors player, AI enemy, level system, and game system

Player have excess of weapon system , player control, and combat system.

AI enemy is controlled by AI enemy Behavior

Level system is handled by story mode and level

Game system includes physics and animation, game mechanics and UI entity



**SHRUTI**

## Feature - Main UI (Menu)

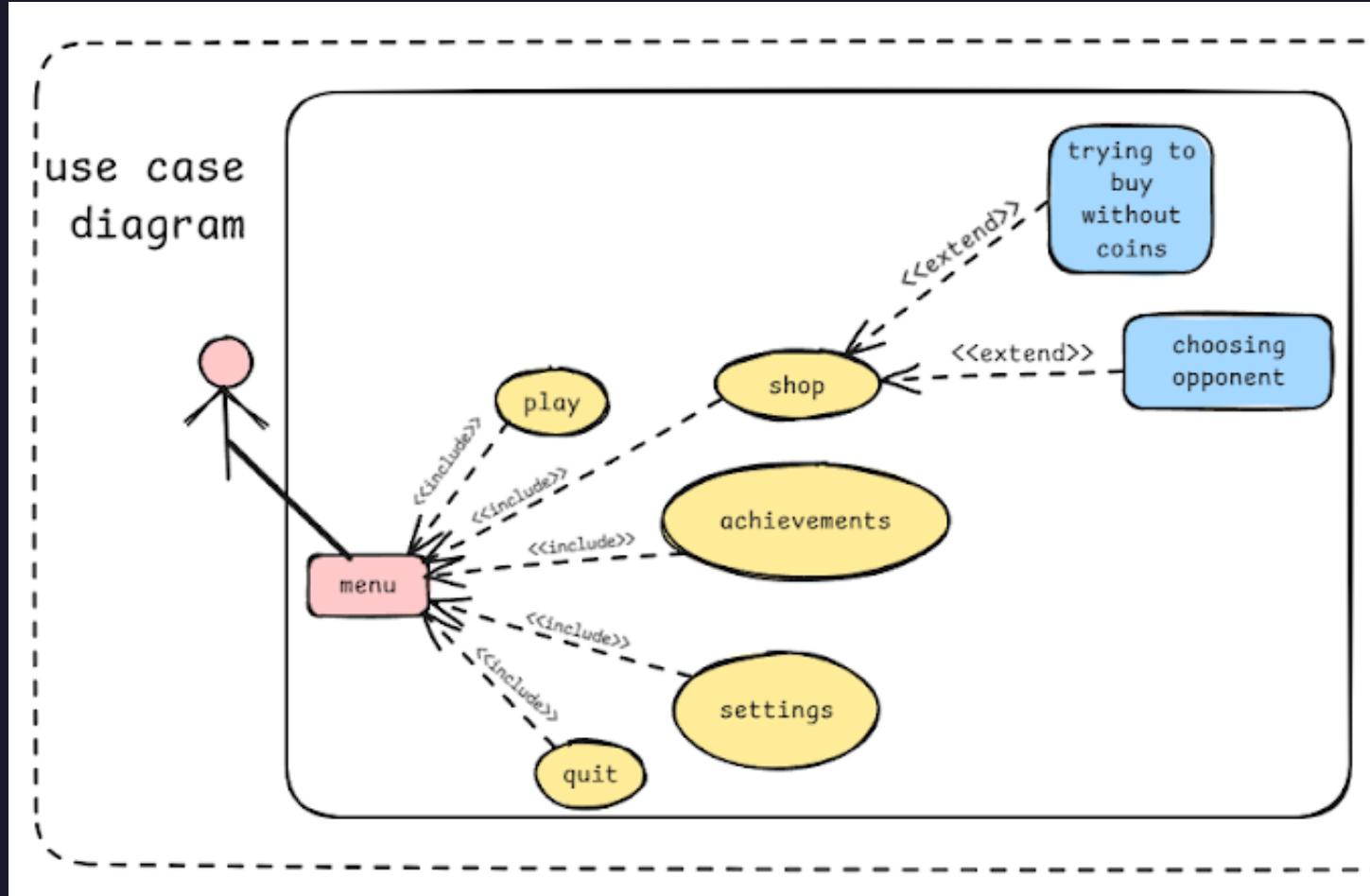
**The Feature I am working on is main UI. So, How necessary an UI for a game? In my Menu UI, I will have -**

- **Play button:** to start the game or resume the game.
- **Settings button:** to adjust the volume and level of difficulty.
- **Achievement button:** to show all the achievements the player has.
- **Shop button:** to choose characters and buy outfits, weapons.
- **Quit button:** to end the game
- **Also, The game end scene, where player can wish to play again.**

**The complexities of the feature comparing to other features 2 out of 3. UI has to be connected with all the scenes throughout the game and It is not quite easy, priority level 1.**

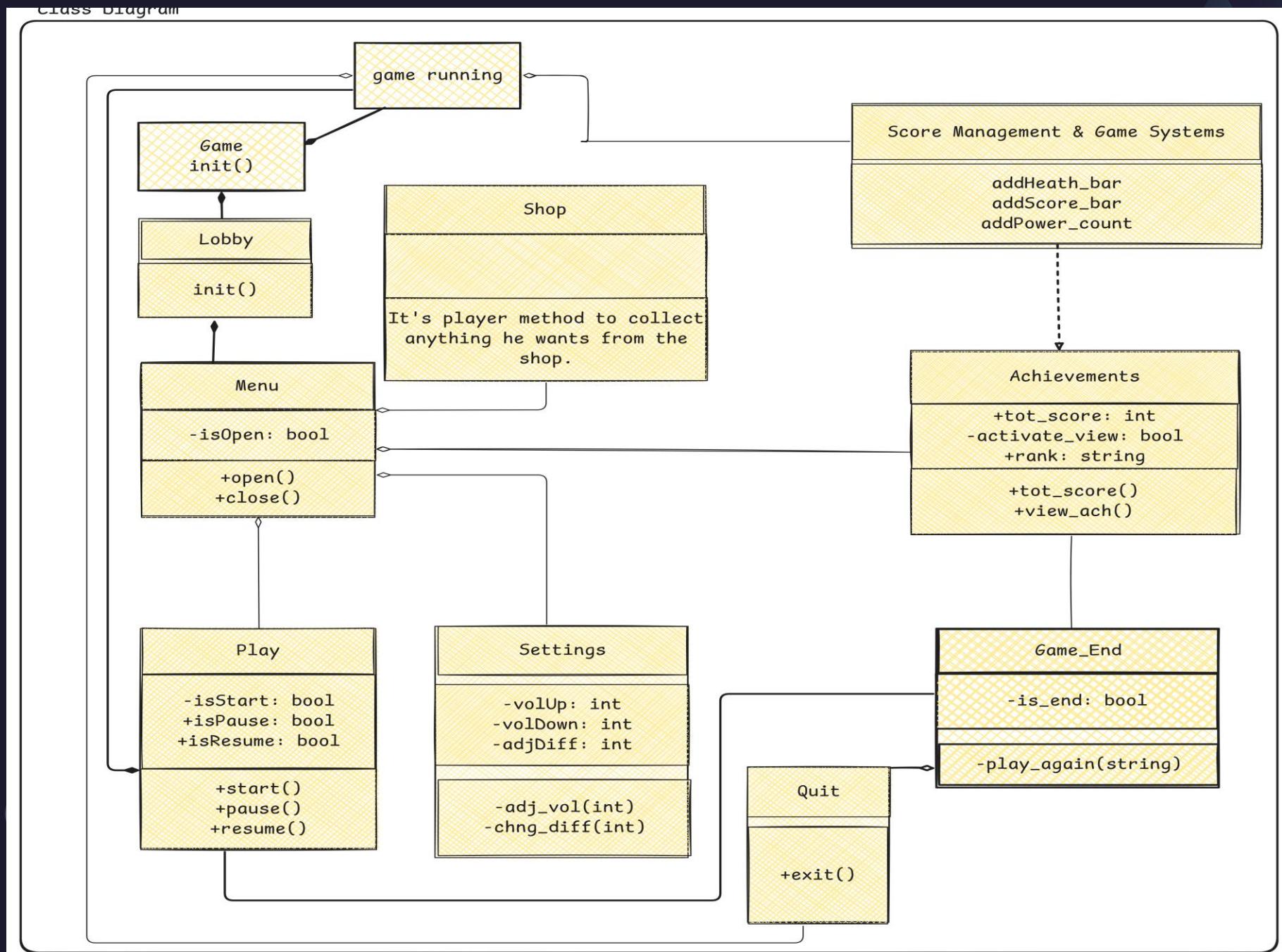
# Shruti

## Use Case Diagram



# Shruti

## Class Diagram



# TL2: Pratik

**Feature :** Game Play and combat mechanics.

**Game Mechanics :** Allow the players and enemy to make moves like hit, run, attack, defense and many more.

**Feature Priority**

Critical: Hit, Run, Jump, Kick , Special moves

High: Couch, Roll, Punch

Medium: Combo, Critical-hit



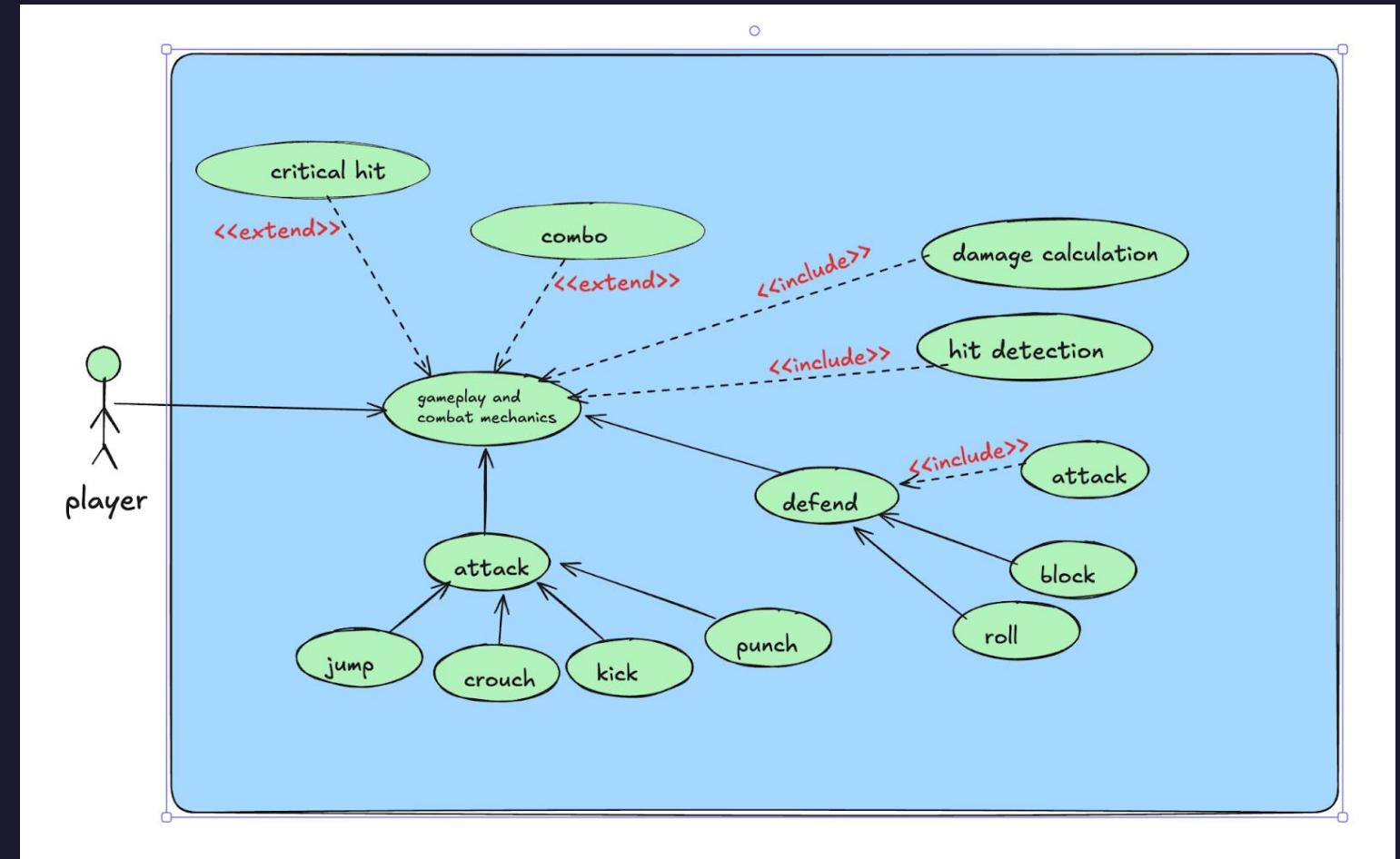
# Use Case Diagram: Pratik

Main Actor : Player

Other use case : Attack and Defend

Includes : Hit  
Detection and Damage Calculation

Extends : Critical Hit and Como system



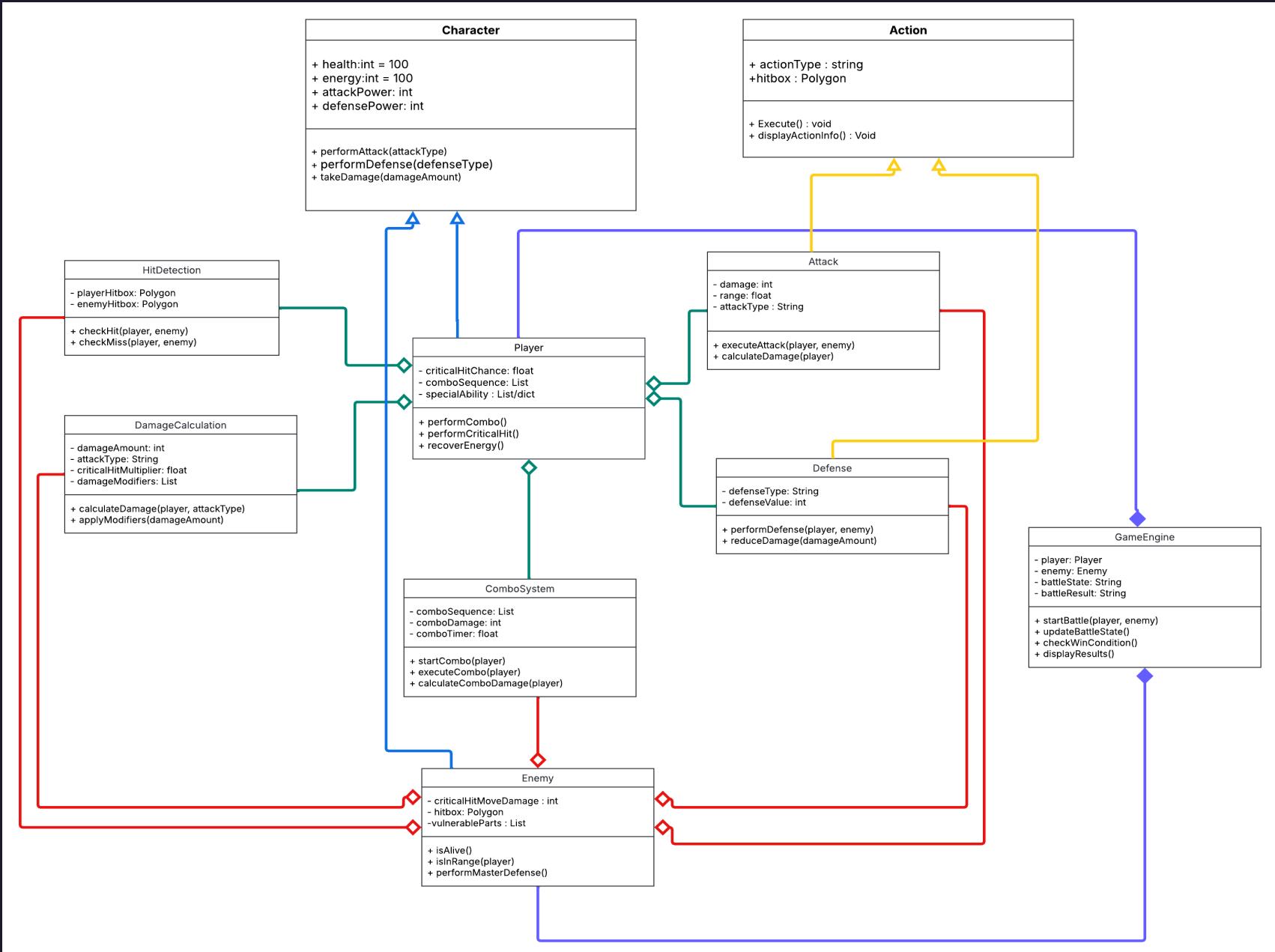
# Class Diagram: Pratik

Charcater : Super class for Player and Enemy.

Action: Super class for Attack and Display.

HitDetection and DamageCalculation are associated with player and enemy to take and calculate damage.

ComboSystem associated with Player and enemy as well.



# Complexity and Priority

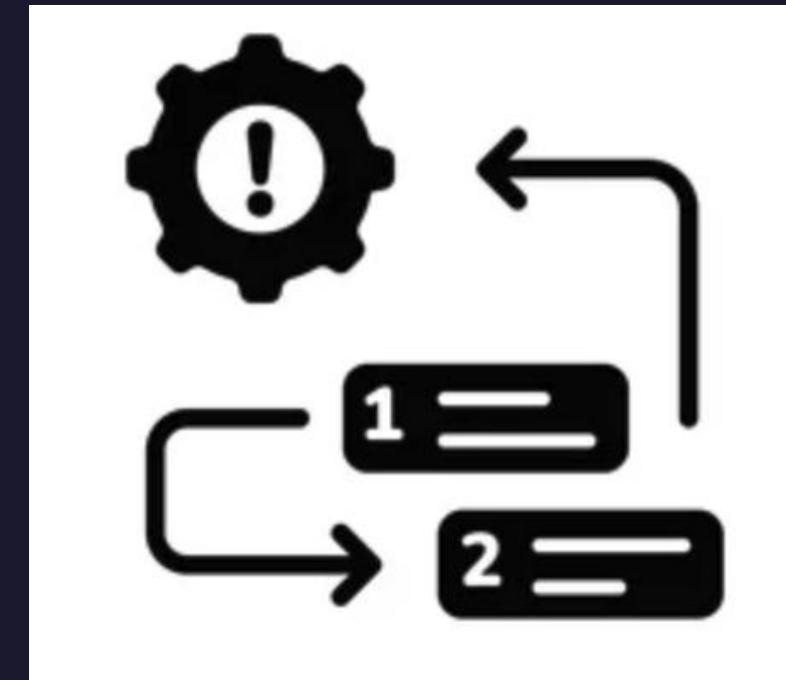
Complexity :

More complex than Sound, visual, UI .

Similar complexity with Physics and animation.

Priority :

Critical



# TL2: Dristanta (David)

My Intro

Feature I'm working on: Enemy

Enemy's role in the overall project:

Imagine a game without an enemy??

Feature Priority

Critical: Enemy AI Behavior, Enemy Attack Pattern, Enemy movement

High: Difficulty Scaling, Enemy spawning system, Enemy type (opponent, bots)

Medium: Enemy Animation



Letho from The Witcher 2

# Use Case Diagram: Dristanta (David)

Player: Main entity

Game System:

Spawning enemies

AI Behavior

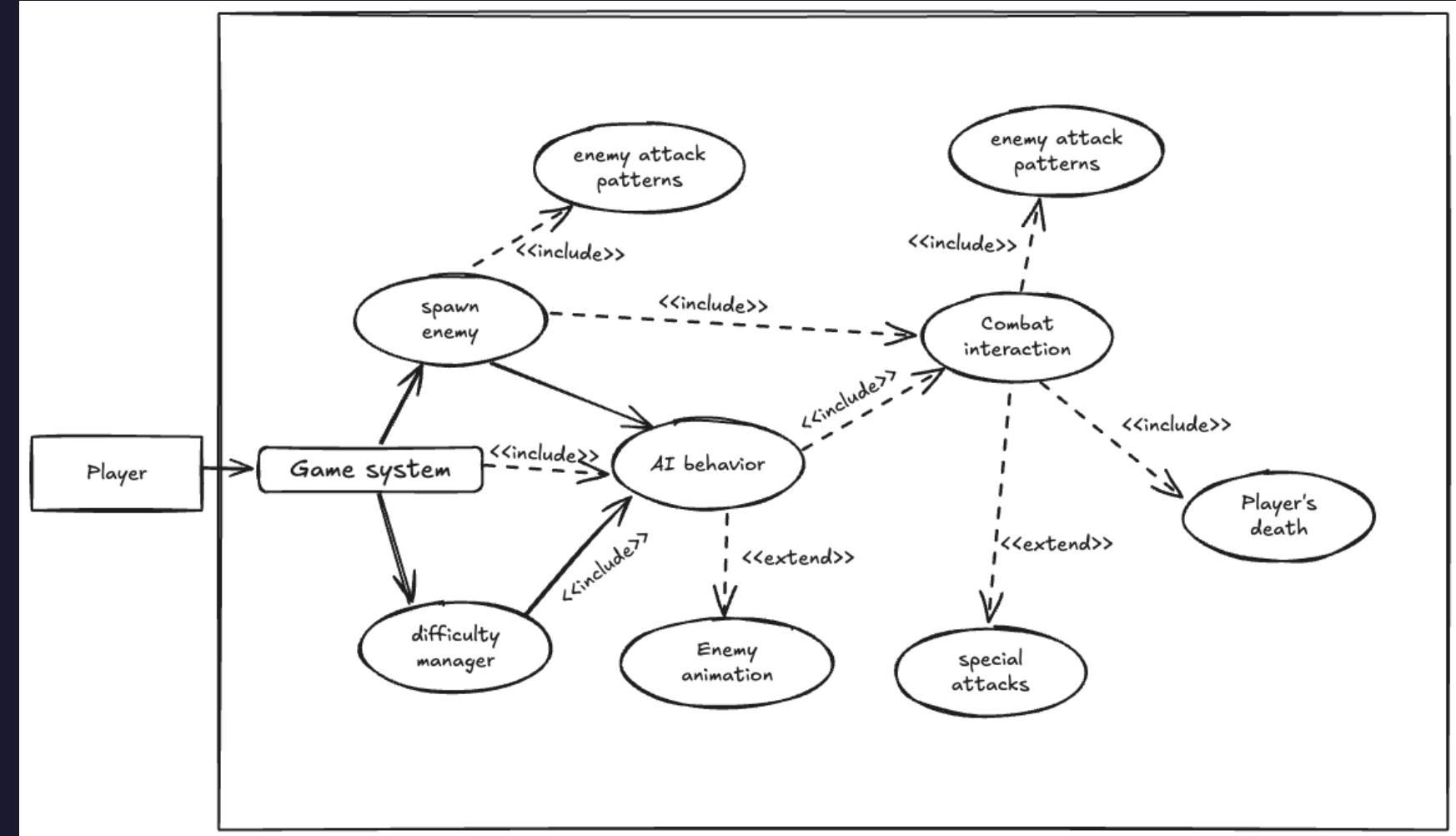
Difficulty adjustments

Enemy Combat interaction

AI Behavior Includes Difficulty

Manager (scales AI difficulty  
based on difficulty)

Enemy Animation extended  
from AI Behavior  
(animation controls by AI)



# Class Diagram: Dristanta (David)

5 primary class

Attributes & Methods

BossEnemy & MeleeEnemy inherit from EnemyAI

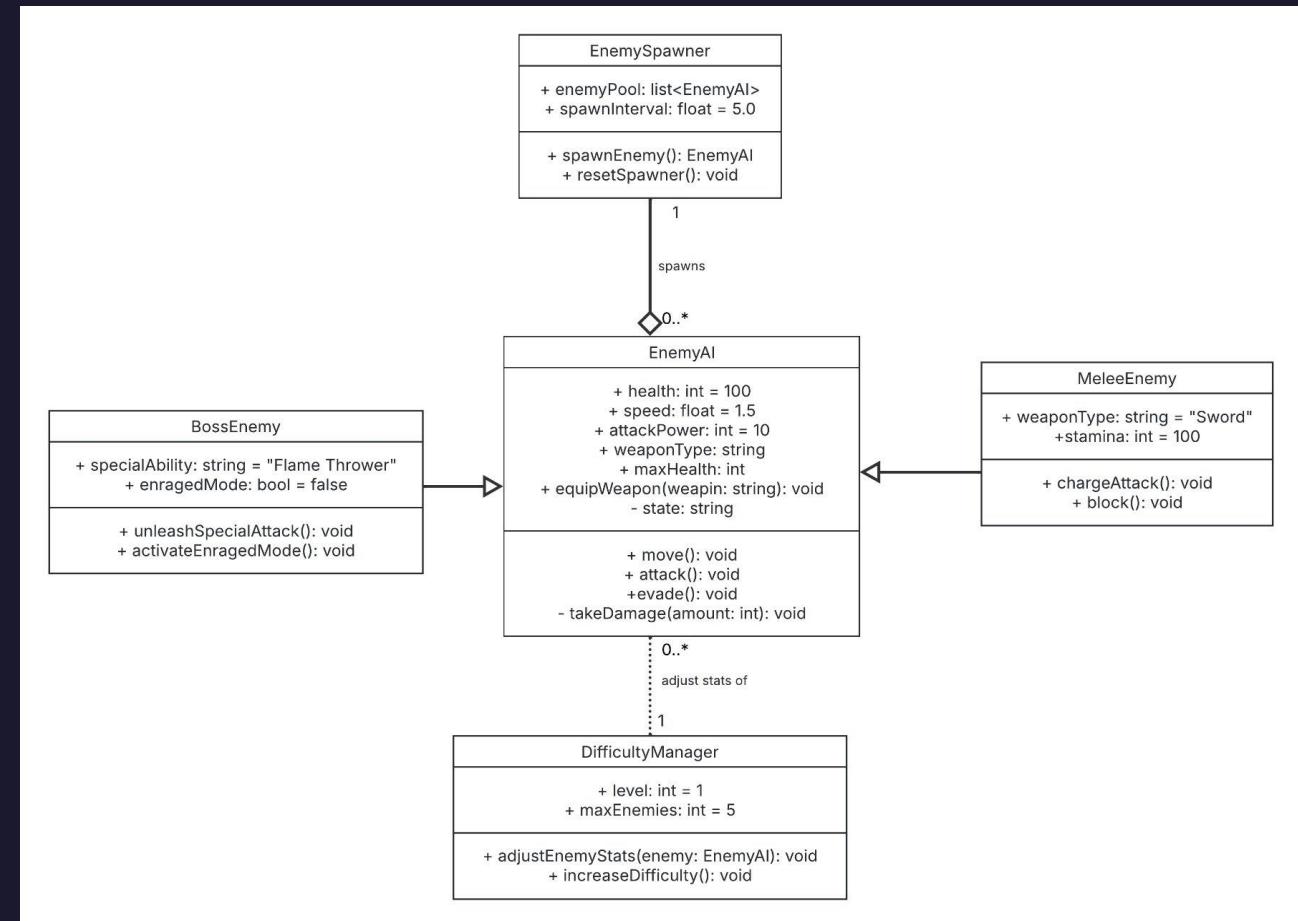
EnemySpawner - associated with EnemyAI

DifficultyManager – modifies stats of EnemyAI

Possible Extra features: Super boss level

Complexity: Player Enemy Interaction

Any question??



# Kushal Khadka

## My Features

**Hello all! I am Kushal TL/3 for the game Everest Elites .**

**I am working on the Physics and animation part of our game .**

**My features will include :**

**1. Physics and animation of player and enemy:**

**Attack , combat, and knockout animation and physics:**

**I will be implementing animation and physics for fight impact, player and enemy body reaction during combat, when health bar is zero knockout animation and physics.**

**2. Weapon physics**

**Physics and animation weapon drop and pickup :**

**When the player wants to change pick or drop the weapon. I will handle the physics and animation.**

**Physics and animation for weapon-based attacks**

**During the combat if weapon-based attack is used I will be implementing physics and animations**

**3. special Power**

**Physics and animation for slow-motion activation during special power:**

**When player uses the special power slow motion effect is activated for providing realistic experience. I**

**Physics and animation for special power**

**Animation and physics will be implemented for special power realistic experience .**

# Class Diagram

Kushal

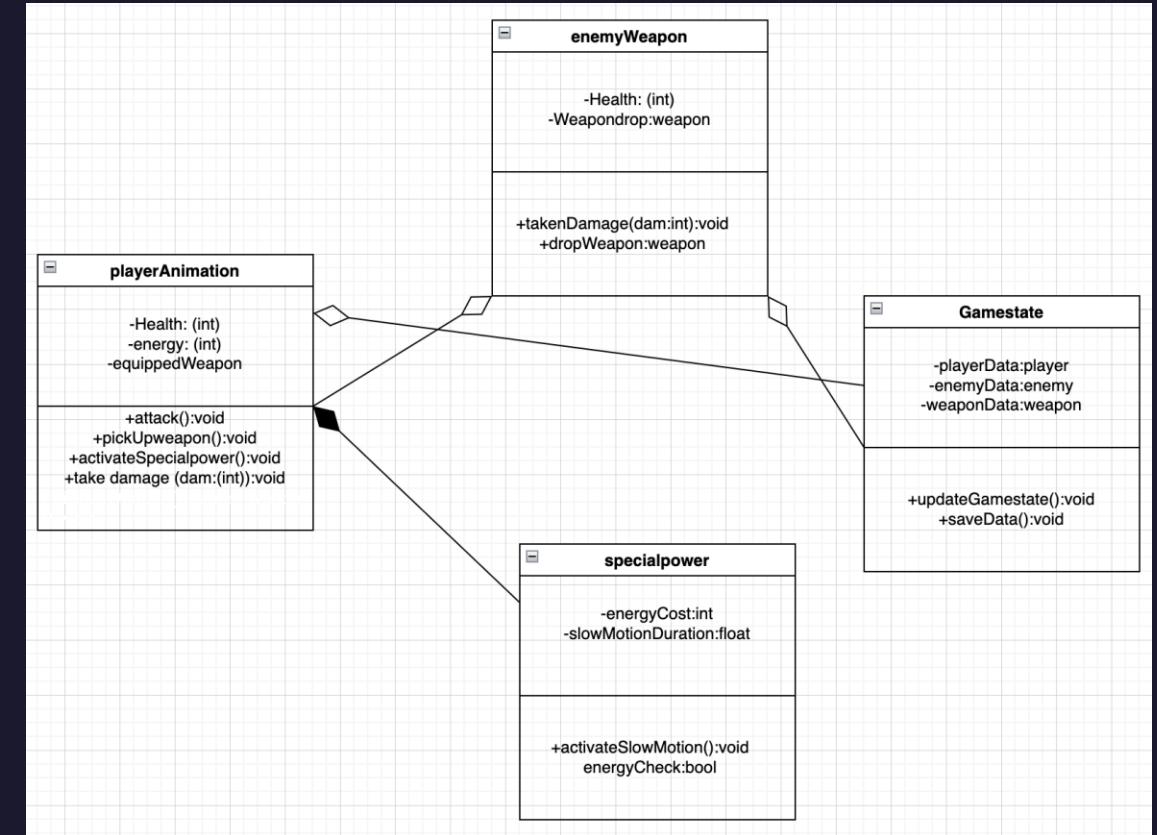
The class diagram have 4 primary class

Player animation class handles the physics and animation for combat, pickup weapon, special power, and knockout.

EnemyWeapon handles weapon pickup.

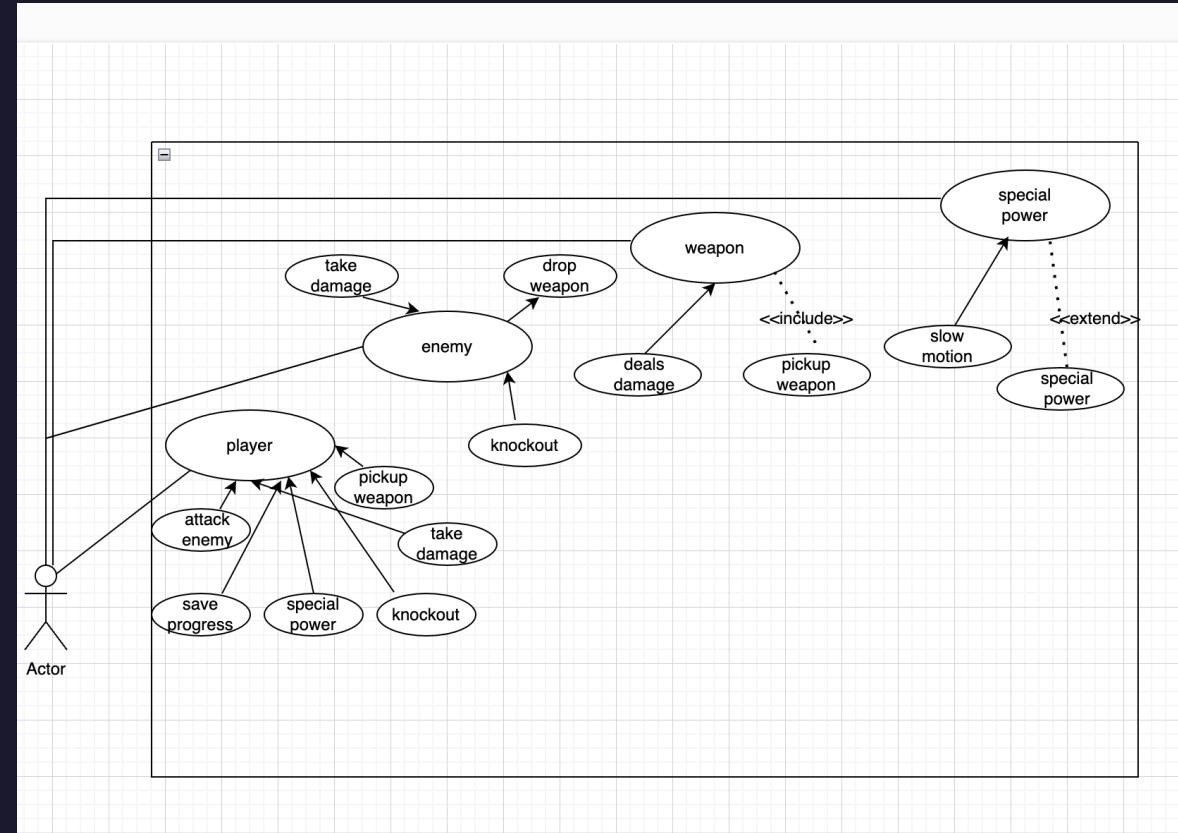
Specialpower class is responsible for animation of slow motion when special power is activated

Gamestate is responsible for game update and save data.



# Case diagram

- Fighting:** The game involves fighting enemies, where players can attack, take damage, or knock out opponents.
- Weapons:** Players can pick up and drop weapons, which are important for fighting and surviving.
- Special power:** Players can use a special power for giving high damage during the combat
- Saving and Slow Motion:** Players can save their progress, and there's a slow-motion feature to make certain moments more exciting. Specially during special power activation.



# **Complexity**

**I think that my features have similar complexity comparing to the features with TL/2 and TL/5. I give it 8/10.**

# **Kushal**



# **Priority**

**Physics and animation of player and enemy:**

- This feature have priority 1 because good physics and animation of player and enemy really essential for our game.**

**Weapon physics :**

- This feature have priority 2 because it will not have huge impact on the game**

**Special Power:**

- This feature have priority 1 because the special power entity is dependent on this feature.**

# Sikha

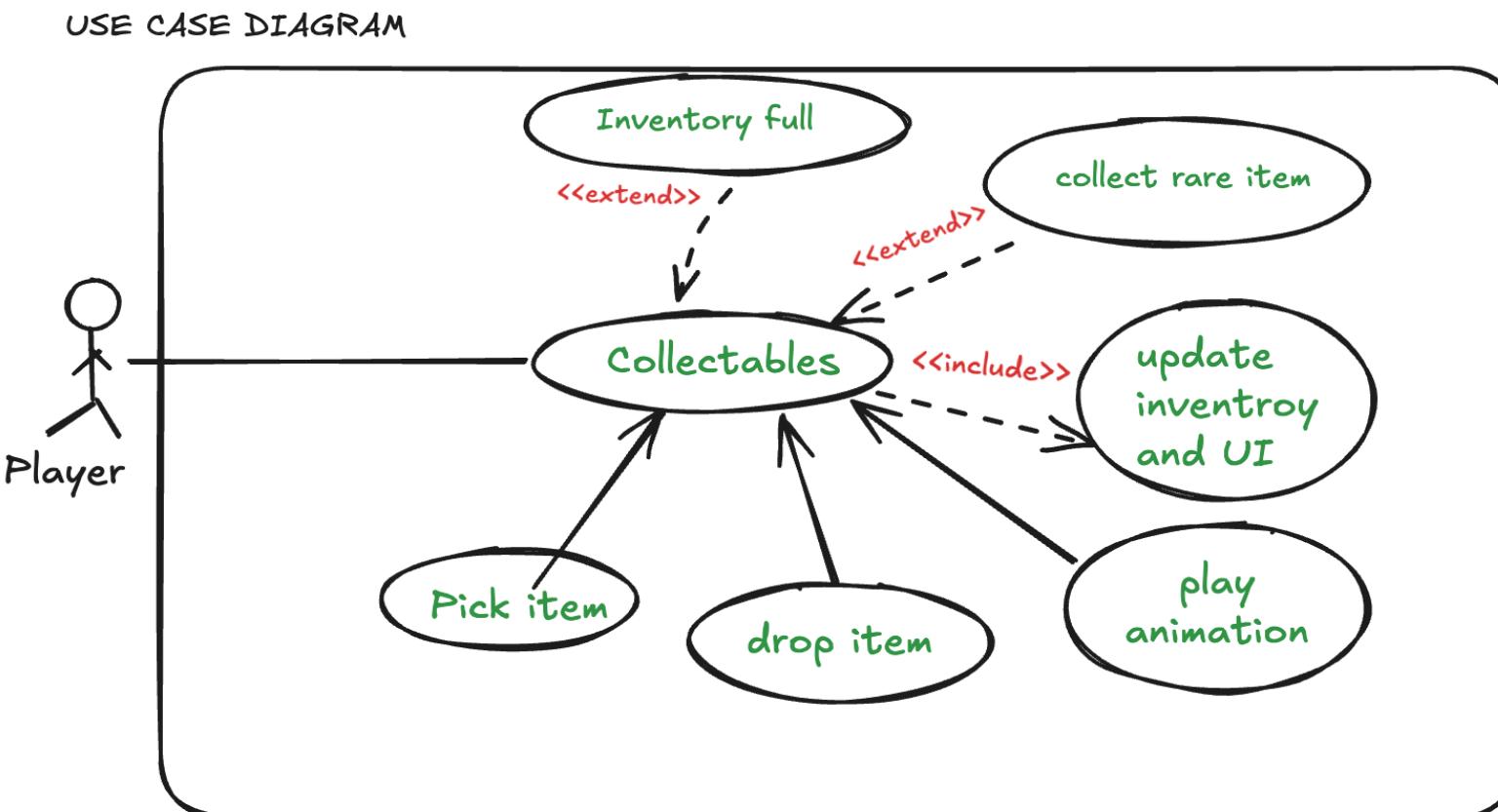
Hello Everyone!

In this game, I will be working on a feature called collectables. Players engage in one-on-one matches, and before each fight, they have a limited time to collect various items. These collectibles provide advantages such as health recovery, power-ups, and tactical equipment, influencing the outcome of battles. Some of the things that can be collected are: Blades, Crossbows, healing potions, shots and so on.

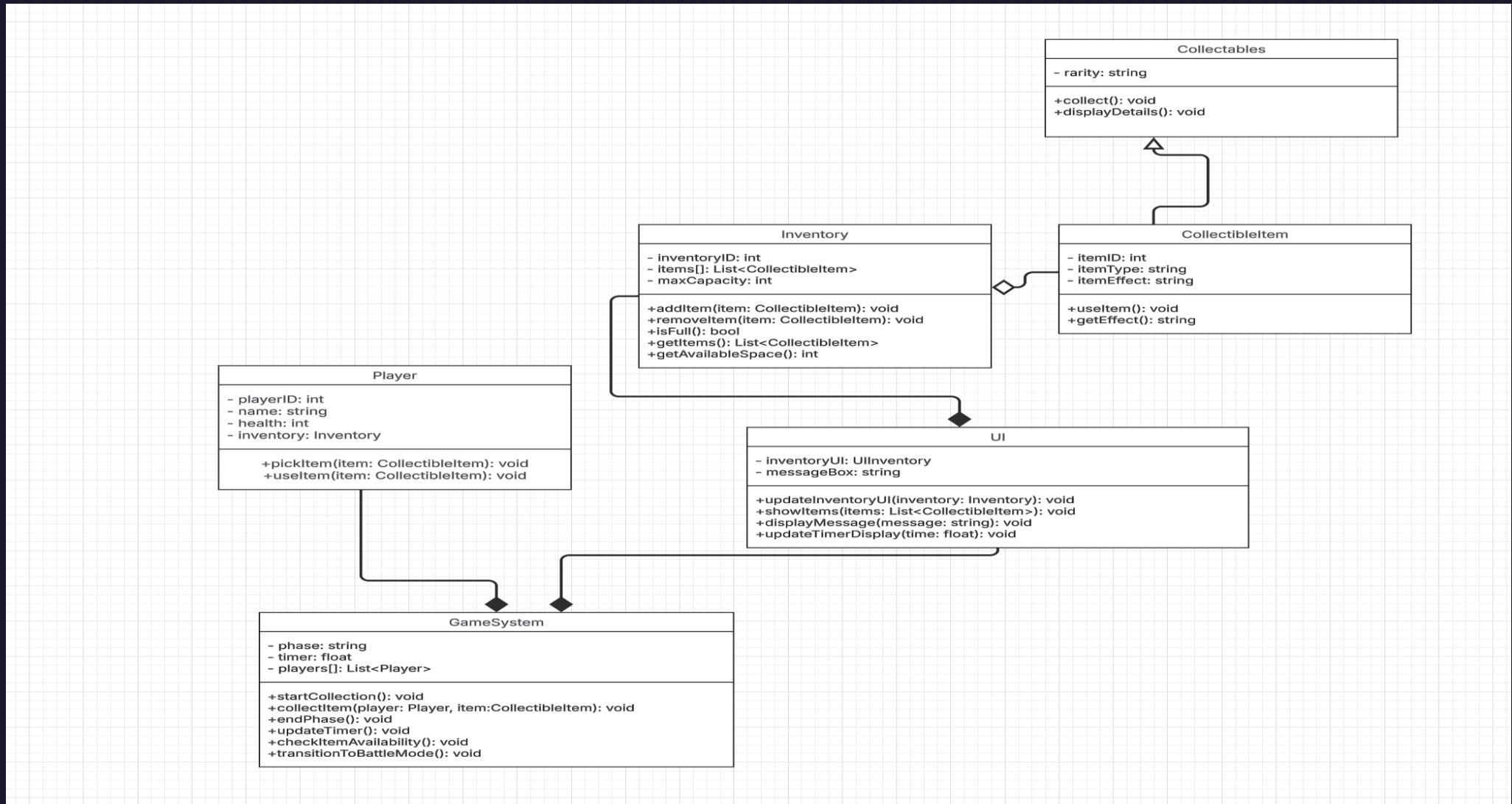
Talking about its Collectibles feature, it holds high priority in the game as it directly influences combat strategy and player performance. With a limited time to gather items before each fight, players must quickly collect health recovery, power-ups, and equipment, impacting the battle's outcome. Collecting these resources before the fight starts provides a crucial advantage, enhancing combat effectiveness and survival chances. This mechanic enhances engagement by adding urgency and strategic decision-making. Overall, this feature is essential for shaping player strategy and maintaining dynamic, competitive battles.



# Use case diagram



# Class Diagram



# Complexity and Priority

Complexity : Moderate

Priority : 7/10



# Pramil Shrestha

I am Pramil Shrestha. I am team lead 5 of my group Everest Elites.

In Everest Elites, I am designing characters, weapons, outfits for our game. These are important aspects of a game. They make the game look great, tell a story, and keep players engaged. Cool characters make the game fun, while unique weapons and outfits let players customize and enjoy their experience.

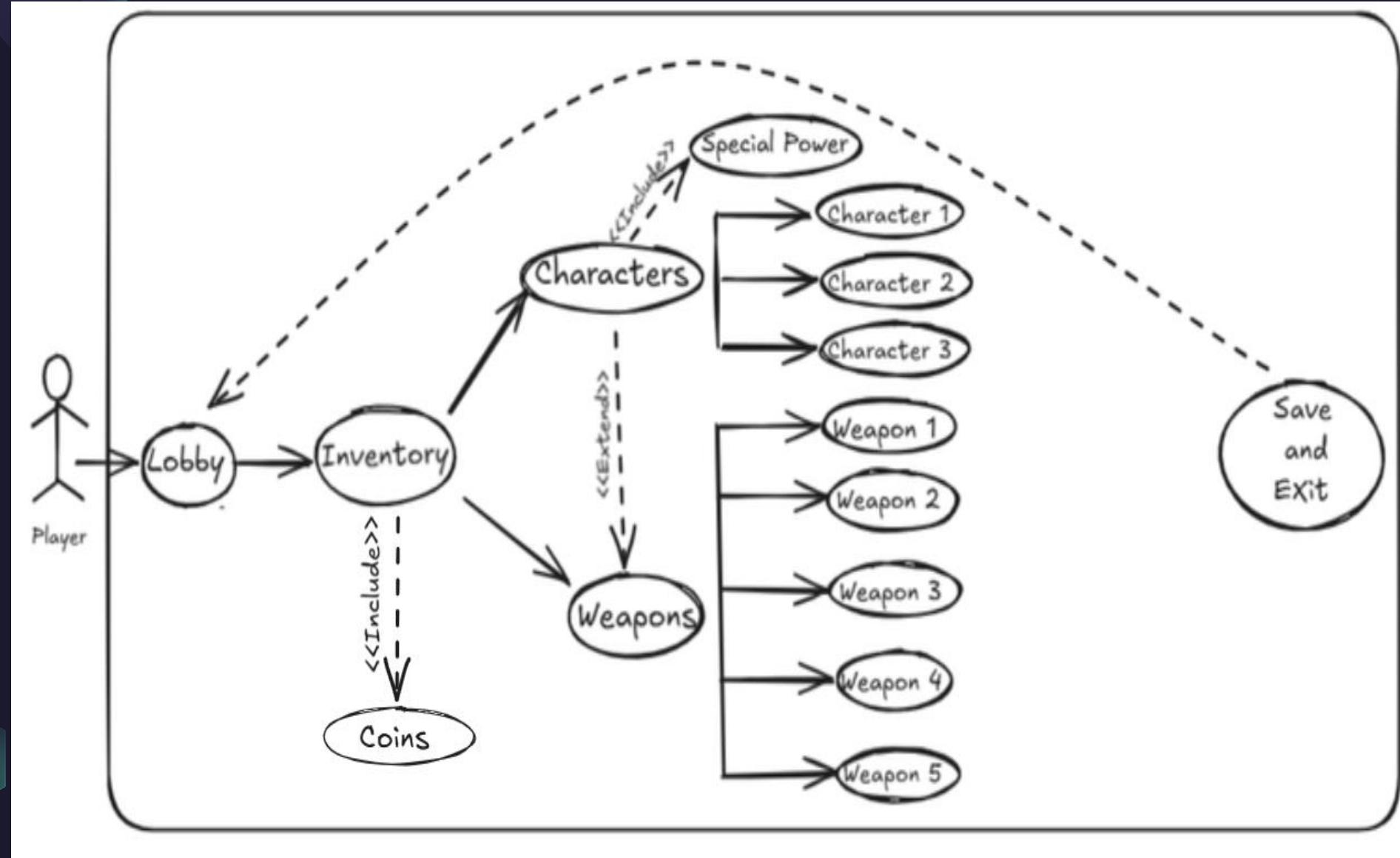
Features priority:

Critical: Character design - The most important part. as character define the game's identity and make it immersive.

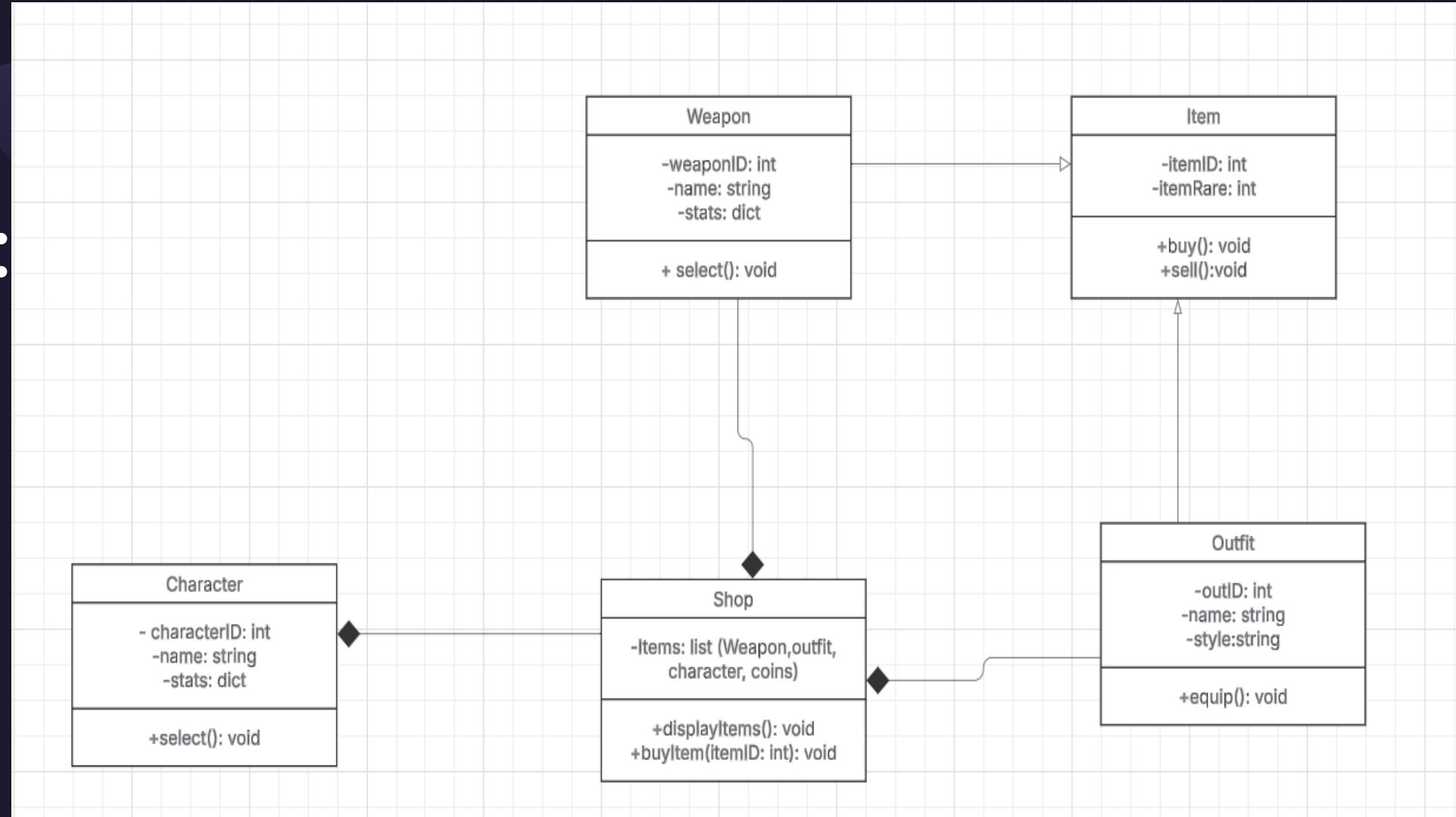
High: Weapon Design – Important for combat and gameplay mechanics. Weapons enhance the experience but depend on strong character design.

Medium: Outfit Design – Adds customization and variety. It makes characters more engaging but doesn't affect core gameplay.

# Use case diagram: Pramil Shrestha



# Class Diagram: Pramil Shrestha



Since my role focuses on visual design, it's one of the most challenging aspects of the project. It is more complex than UI design, sound effects, minor animations but slightly less technical and complex than programming-heavy features like AI behavior or advanced physics simulations.

# TL6: Prabesh Tamang

I am responsible for the Sound and Background Story Management in our game, Legend of Warriors. The Sound and Background Story Management System plays a crucial role in our project by enhancing game immersion and storytelling.

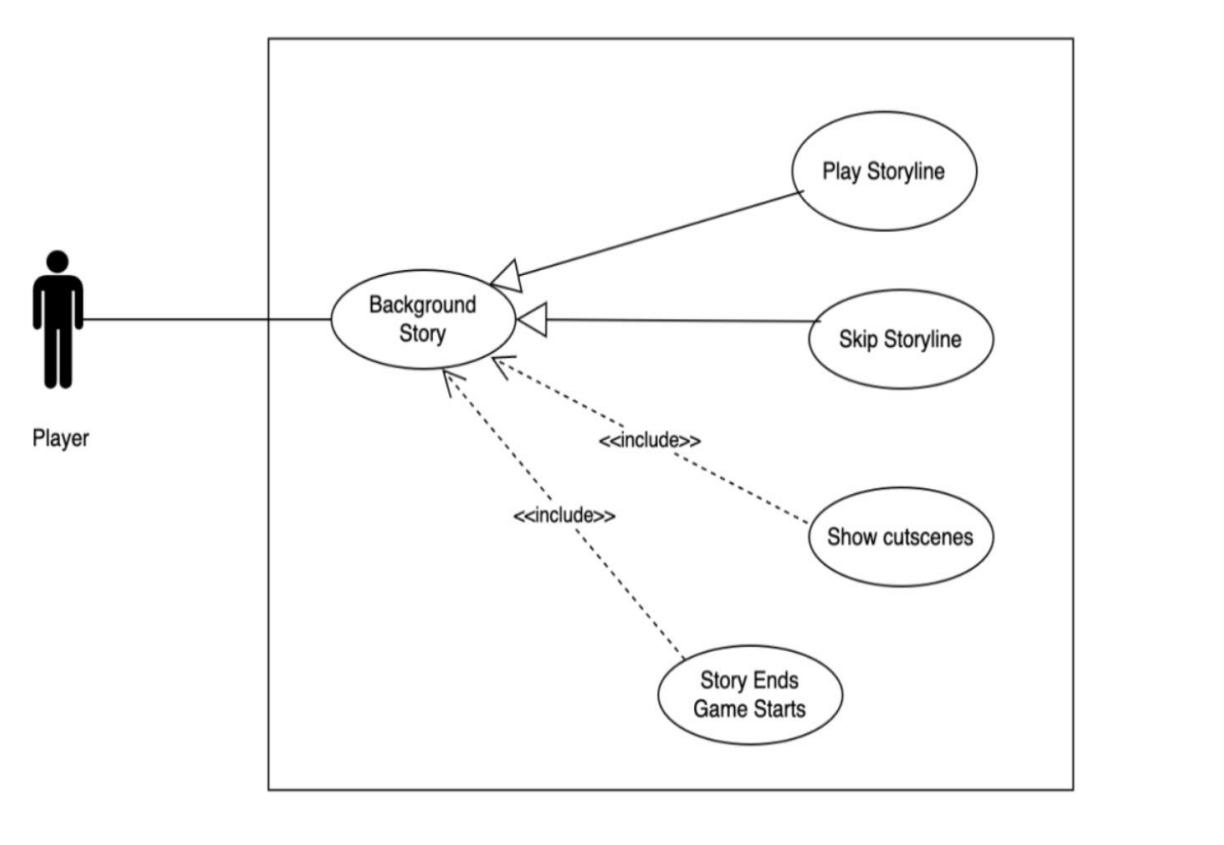
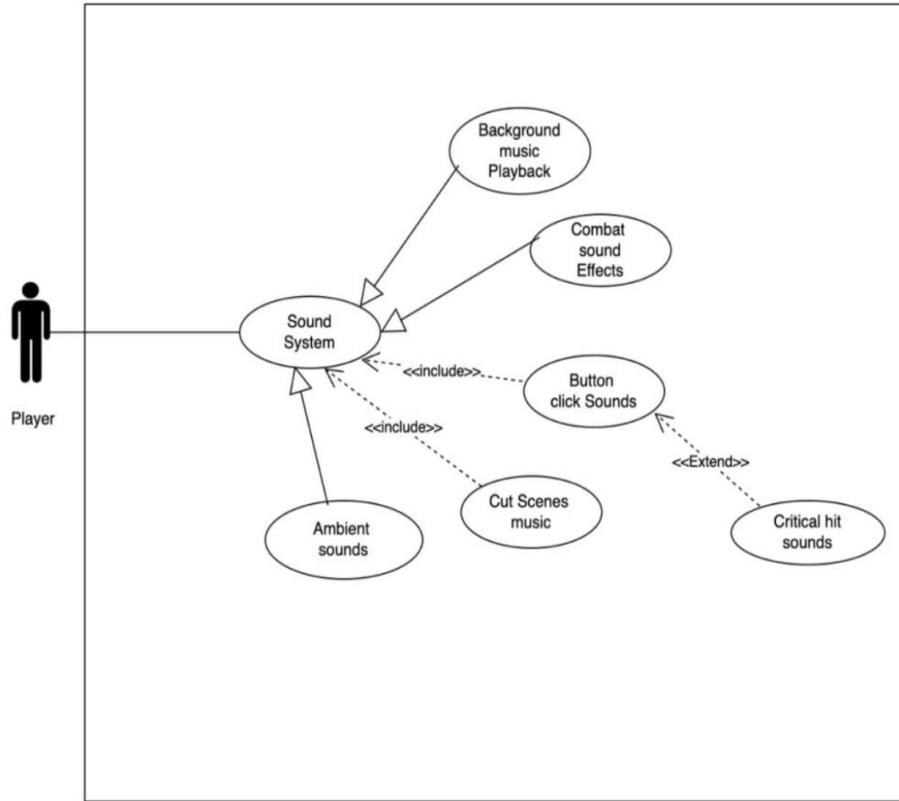
- Sound System: Handles background music, ambient sounds, combat effects, and UI interactions.
- Background Story: Manages cutscenes, player decisions, and progression through the narrative.
- Together, these features create an immersive experience where players feel the intensity of battle and the weight of their choices.

## Feature Priority

"The priority of my feature is high, as sound and story are essential to delivering a cinematic and engaging **gameplay experience.**"

- Without sound, fights would feel dull, and players wouldn't get auditory feedback for attacks, blocks, or movement.
- Without story integration, the game would lack depth, making it just another combat simulator instead of a legendary tournament with meaning and stakes.
- This feature also ties into other mechanics, like UI interactions, player choices, and battle immersion.

# Use Case Diagram



# Class Diagram

Background story board: Handles scene progression.

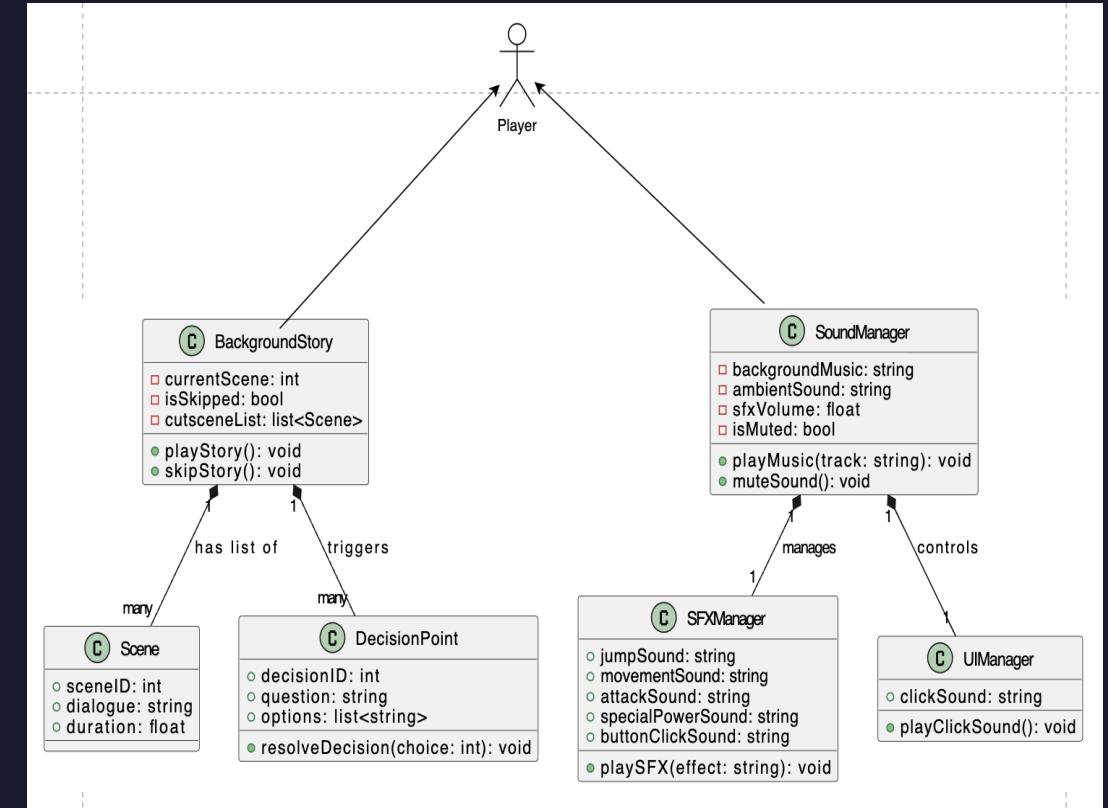
Sound manager: Controls background music, ambient sounds, and sound settings.

SFX manager: Manages combat and interaction sounds like movement, attacks, and special abilities.

UI Manager: Handles UI-related sounds, such as button clicks.

Priority: Moderate

Complexity: low to medium. It interacts with combat, UI, and progression systems. Requires syncing sounds to real-time events in fights.





Any  
Questions??





Thank you

