Liang-Zhong Project 1 Project Plan

**Project Concept:**

Our goal is to create a 2D dungeon-crawler. Below is a list of the core design principles we intend to implement into our game. This is not a comprehensive list of all the features we will implement, but rather a set of very important guidelines that make up the architectural skeleton of this game.

* Progression through levelling. The player has a set of statistics which determine the overall strength of the player. Killing mobs and completing certain tasks provides the player with EXP (experience points) and players can use this EXP to increase their stats. Players lose their EXP by either dying or spending it on levelling their stats.
* Attack types and resistances. There are three types of attacks, physical, magical and void. There are two types of resistances, physical and magical. Physical damage dealt to a target depends on that target’s physical resistance and magical damage dealt to a target depends on that target’s magical resistance. Physical and magical resistance scale into a percentage based reduction. For example, a mob with a physical resistance of 40 means that they take 20% reduced physical damage. Void damage cannot be mitigated.

**Project implementation:**

We will be using the Godot game engine GDScript scripting language to produce the executable software for our game.

**Project management:**

We will be using GitHub for our version control. We will use Trello to track what tasks need to be completed and who complete what task. We will be using google docs for non-executable software artefacts, such as this project plan.