

# COURSEWORK PLAN

## 1. Inspiration

This game pulls inspiration from various platform games. The gameplay and character design is inspired by Superfighter, a popular 2D platform street fighter game on Y8. The enemies and powerups are similar to those in traditional Mario games. It also has a special ability system with rechargeable stamina taken from arcade street fighting games. Maps can also have different physic properties like reverse property, teleport, 0 gravity like Geometry Dash. My game will also allow players to change and upgrade their characters, buy weapons, collect goods and build an inventory, craft custom weapons, etc. to add some uniqueness as well as different strategies and customisations for players.

## 2. Game play

The sketch below shows a typical world for the game. It displays basic stats such as currency, stamina and hitpoint for the player's character. The player will be able to use WASD keys to navigate, jump and dodge attacks. There will also be various platform types players can jump onto, with different physical properties such as weight, velocity, brittleness, etc. Players can pick up randomly generated powerups or collectibles for their inventory, and will have to fight enemies to reach the end of the map. They can also change the elevation of their weapons or use a wide range of weapons to defeat the enemies.

Different worlds will have different physics properties, platform types and progressively more challenging enemies and bosses.

