

CS426 Game project proposal

Team name: Team.EXE

Team members: Zhen-Zhong Luo, Ryan Brightbill, Alex Whitfield

Game name: Eternal Fighters

Proposed work:

1. Provide an overview of your game (give a short description about the game, i.e., game plot, objective, etc.):

Our game is a top down perspective cooperative action arcade game wherein multiple players come together to fight evil things. The players can either be a close range fighter, a distance fighter, or a healer. The game will consist of levels that combine combat, puzzles, and traps. Players can save the game during the gameplay.

2. What are the characters and their resources (e.g., health points, number of characters, weapons, etc.) in the game? What are the behaviors of the characters and how do they interact with each other and their resources?

Players will control the characters. Each character will have three different classes and players can switch them during the gameplay in order to solve puzzles and avoid traps. The behaviors of each class are different. A close range fighter can attack using a gauntlet or a short sword, with a special sub-weapon such as long chain. A long range fighter can attack using guns, gun-bows, with a special skill such as pushing the enemies away from him. A healer has the ability to heal health points and energy points. He cannot attack. Health decreases when the player takes damage either from being attacked or by falling into traps. Energy decreases when the player uses special attacks or spells.

3. What types of conflicts do you have in the game?
The player will have to fight enemies, solve puzzles, and avoid traps.
4. Provide sketches/drawings to show how your game will be played. (Attach to this page)
5. What is the main language you will use to implement the game?
C# is the main language we will use to implement the game.
6. What tools/libraries you will use?
We will use Unity with C# script to make the game.
7. What types of user interface will you provide/use?
When the game starts, the player will be presented with a menu screen that allows them to enter the game, load a previous game, or exit the game. In game the

player will have a health and energy bar on screen, as well as health and energy bars for each of the players allies.

8. What are the milestones you plan to have? Please give a short description and an expected finish time each for milestone.

1. Weekly milestones

Week 1: Map Editor

Week 2: Collision with one player

Week 3: Multiple players walking on screen

Week 4: Creatures on the screen

Week 5: Player attacks and spells

Week 6: Creature AI

Week 7: Sound

Week 8: Traps

Week 9: Puzzles

Week 10: User interface with saving and loading

Week 11 – 13: Debugging/Fixing

Week 14: Boss? Items?

9. What are the difficulties/challenges do you foresee? How do you plan to address them?

Creating the art, having convincing artificial intelligence, creating standards for importing things such as art assets and levels, and having enough free time to code and debug.

10. How would you divide the tasks among your team members (if more than one)?
For each milestone we will make a list of tasks that need to be done. Then, we'll each pick and choose which ones we think we can do, and then split up the remaining tasks.

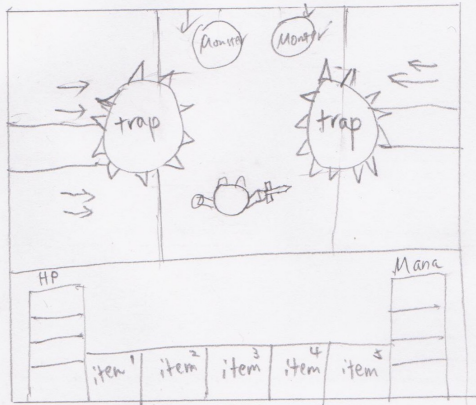
11. Why do you think your game is interesting/exciting?

We think the game is interesting and exciting because it combines cooperative play where people work together with the exciting pace of an action or arcade game.

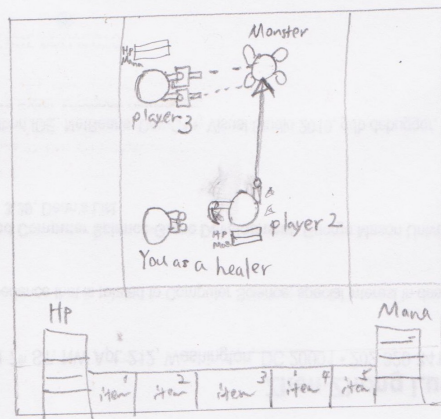
12. Do you model your game after an existing game? If so, what is it?

The game we are modeling our game after is Gauntlet with elements from multiplayer games such as Dungeon Fighters Online and Castle Crashers.

Player 1
player 2
player 3
player 4
Load Game



Single player



Multiplayer