

CS426 Game project proposal

Team name: Go Team

Team members: John Beauregard

Game name: Slain

Proposed work:

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

Action platformer, with the objective being to get to the end of the level while either avoiding enemies, killing them with your sword/magic, or manipulating them with magic to progress through the level.

- 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?**

The player's resources are a sword to attack enemies, magic to either to kill enemies or to aid in completing progressing through a level, a finite number of health points, and mana points which are depleted when magic is used, but regenerates quickly.

- 3. What types of conflicts do you have in the game?**

Player vs the enemies and environment.

- 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# in Unity

- 6. What tools/libraries you will use?**

Unity3D engine, Photoshop for textures, Maya for 3D models

- 7. What types of user interface will you provide/use?**

Player control with a gamepad or keyboard, and a simple HUD to show health/mana.

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

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

Designing levels that are the right difficulty with interesting platforming elements , can only be addressed by spending time tweaking levels until they're just right.

10. How would you divide the tasks among your team members (if more than one)?

Just me

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

I just think that having a platformer with these options is interesting.

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

Ys III
Zelda II
Early Castlevania games