CS426 Game project proposal

Team name: TBD
Team members: Tito Pasquier, Derek Heinbach
Game name: Journey Through the Void (WORKING TITLE)
Proposed work:

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

    The game is set in an empty hell named the Void. To its inhabitants it is a twisted, dark, and infinitesimal plane of existence. To an outsider, the Void is empty, barren, and dark, hence why it is called the Void. The basic premise of the game is you are a humanoid Void Daemon, a resident of the void, who stumbles upon an angel, out of place in this empty wasteland. You find this creature intriguing, and decide to help her find a way out, before something else finds her and tries to kill, or consume her.

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 two protagonists are Nihil, the Void Daemon, who is controlled by the player, and his angelic counterpart, Asariel, who is a support character. Nihil is trying to guide Asariel out of the Void, so she will following him throughout the course of the game. Both characters will have Health Points, and basic attacks, while Alicia can provide health regeneration bonuses to either character, as well as defensive and offensive bonuses (Angelic blessings and the like). Jack is a more offensive character and will be able to "evolve" different abilities, depending on how many points (evolution points, EXP. Points, or something) the player has. Anything from claws, wings, a tail, and other sorts of evolutions that would provide him with anything from multiple attacks, to more damage being dealt to enemies, to defensive buffs. There will also be items that the characters can gather that can help them while they explore the levels.
    At certain times, possibly after solving different room puzzles, Asariel and Nihil could have dialogue options that would play as small cutscenes where the two talk between each other.

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

    The main conflict will be Jack and Asariel trying to escape the Void, which is portrayed as different levels, each level larger and more

complex than the last. Each level will have a boss that the player must defeat in order to proceed to the next level. Each level will also have different types of rooms, each with obstacles, enemies, mazes, or other sorts of challenges that the player must complete in order to advance to the boss room.

4. Provide sketches/drawings to show how your game will be played. (Attach to this page)

   [INSERT DEMO OF WHAT WE HAD FINISHED FOR CS 425 HERE]

5. What is the main language you will use to implement the game?

   Javascript is what the game is already programmed in. I'd like to do this in C or Java, but we'll probably stick to Javascript so we don't have to change anything.

6. What tools/libraries you will use?

   Three.js is already being used. We've also been using firebug as a debugging playform.

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

   UI is a menu/button based HTML page system before entering the game in javascript. Certain triggers (settings, mainly) occur from within the JS app itself, but the rest are html page change triggers.

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

   First get the game to be on a slightly bigger than 11x11 grid, as well as have an HUD that changes because of different aspects.

   Then implement a basic combat system, where enemies and the player will do damage to each other. This can double as how to implement different types of attacks, and moves.

   Next implement boss rooms, and a recurring game, so that when you defeat a boss you advance to the next level. Also possibly develop a save system.

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

Our largest difficulty will be how we handle the turn based portion of our game. The game loop that we created in the previous class isn't particularly robust, so there will be work needed to make it able to work with things like attack/defend systems, and off-map movement.

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

   Programming, debugging, and basically everything will be split up equally in parts between both team members. For the most part, Tito will be writing up dialogue, and has most, if not all, of the story written out, with outside help from his girlfriend of his. Tito will also provide most, if not all of the art.

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

   It's a new twist on the Dungeon Crawl genre of adventure games. Instead of it being a mindless explore a dungeon and see where you get to, it's a more story driven, adventure game, where each floor is solvable, rather than it being solvable through sheer luck.

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

   Yes, any sort of dungeon crawl adventure game. This game is heavily inspired from Dungeon Crawl games, as well as traditional, top-down Legend of Zelda games.