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CSCI 340 Game Programming

Group Project Proposal Documentation

**Basic Description:**

Plan to write a short role-playing game with a turn-based battle system.

**Goal:**

* Building interactive battle menus in the engine
* Create basic enemies that attack the player with different attacks
* Utilize player and enemy stats to determine battle outcome

**In-depth Description:**

Write a basic role-playing game (RPG). Think beginning of Final Fantasy for the NES.

* Have the player start with a basic weapon (sword, club, stick, …)
* The player should have variables that represent their stats
  + Health Points (HP) determines player’s remaining life
  + Attack should be for determining damage dealt
  + Defense should be for determining damage taken
  + Speed should be for determining how turn order is handled (higher number goes first)
  + Experience determines the amount of points needed before the player levels up
* Have a main quest giver that tells the player the main quest and gives them a key to the dungeon/castle/etc. that they need to go to
* The player should then walk toward the main quest and along the way find monsters to fight
  + 3 or more enemy types will do (goblin, wolf, angry plant, …)
  + When the player touches an enemy, the game should transition to a turn-based battle with that enemy
  + Enemies should have similar stat categories as the player but should be equal to or less than in strength to the player (for difficulty balance)
  + Enemies should also have an experience (EXP) value that determines how many experience points are given to the player after they are defeated
  + The player will have a selection of battle commands to make on their turn
    - Attack/Fight (the player character will attack the enemy with a basic weapon swing)
    - Item (the player character can use an item from their inventory)
    - Defend (player will send a turn to half the damage of enemy attack)
    - Flee (player will run from the battle and gain no EXP)
* The player should level up after a number of EXP is obtained. Leveling up should randomly distribute stat bonuses to increase the player’s stats.
  + Random values (1 – 5 preferably) should be added to a stat on level up
  + Example: **Attack** + 2 **Defense** + 5 **Speed** + 1 **HP** + 4
* Once the player arrives at the dungeon/castle/etc., they will go through a small series of traps/puzzles
  + Examples include laser traps (see Homework 3), a simple box pushing puzzle, etc.
* At the end of the dungeon, the player will fight a boss
  + The boss must be stronger in strength than previous enemies and the player should be encouraged to fight battles to level up beforehand
  + After defeating the boss, the player will win the game.

The player should have a basic inventory that can hold potions (used for healing HP), antidotes (used for curing poison) and potential battle items (Fire Bombs, Temporary stat boosting items, etc.) The player can obtain them in the overworld by picking them up.

To keep things basic, the only status problem that a player can get is Poison. If an enemy poisons the player, they will need an antidote to cure it. The player will take small damage after every action they make in battle, and while they are in the overworld, they will take small damage every 5 seconds.

If the player’s HP hits 0, they will die and get a game over.

Enemies should have a basic attack and a move that makes them have to wait one turn to use it. After the turn has passed, they will deal more damage than usual. This is put in place to let the player utilize the Defend command in battle. One enemy should have a poisoning strike.

**Potential Extra Ideas:**

* Implementing a gold/money system; Fighting enemies gives the player money to use for buying items or new weapons
* A “Limit Break” system where the player can unleash a special move if they take a large amount of damage
* A few side quests/NPCs to interact with