

# *Title TBD Roguelike Game Concept*

**Juda Montufar**

*Programmer, Artist*

**Angelique Rodriguez**

*Programmer, Visual Artist*

**Martin Reyes**

*Programmer*

**Thien Le**

*Placeholder Designer*

**Chris Hernandez**

*Mechanics Designer*

**Josue Ochoa**

*Music Composer, Mechanics Designer*

## **Basic storyline:**

The main character goes out of town to run errands for their family. Upon returning the entire town is burnt to the ground with an “angel” standing on the ruins. The main character stands in shock until they are spotted by the “angel” who then proceeds to chase them down. The character runs away in fear but then falls into a pit. Thinking that the main character is dead the “angel” leaves, not realizing that the person is alive. They crawl their way out of the pit only to find two angels flying above the remains of the town. The angels approach the character, explain that it was really a demon that killed the entire village in order to collect essence, and assign the role of slaying the demon to the main character. The main character goes on a journey, following the trail of destruction, upgrading weapons, gaining abilities, and attacking mobs all for the purpose of getting revenge on the demon.

## **Gameplay and Fighting Mechanisms:**

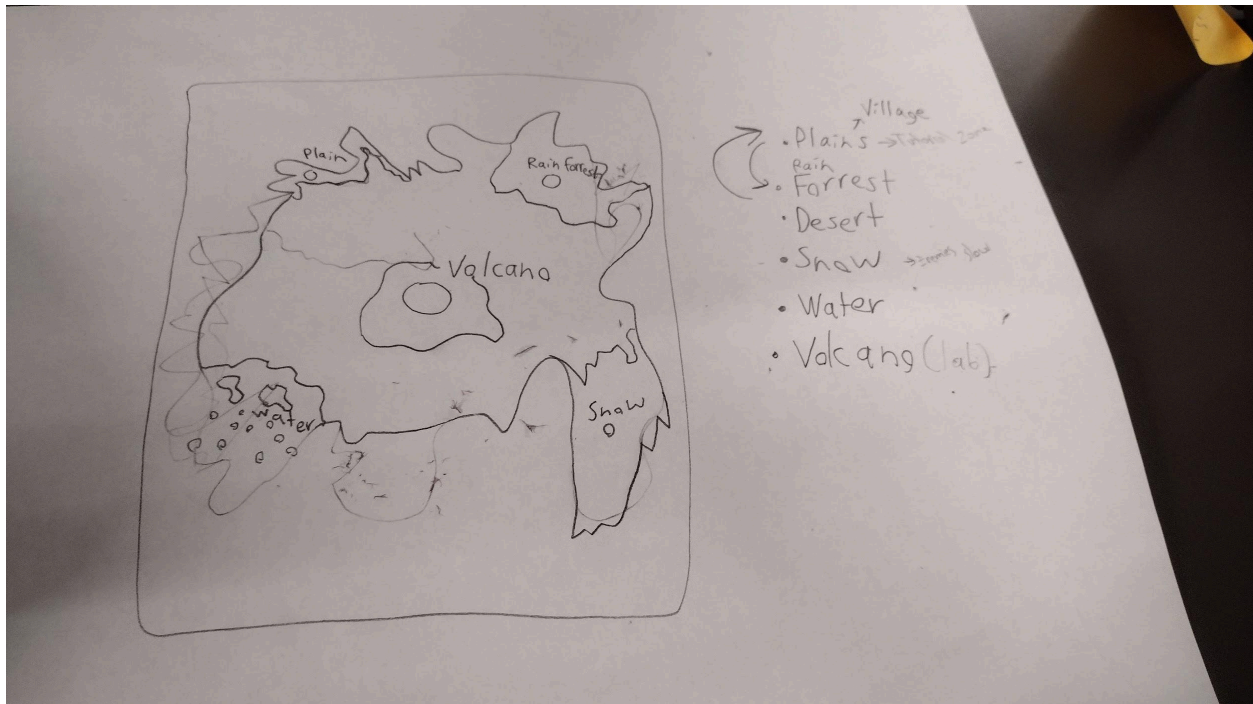
### **Gameplay**

1. Level Grading
  - For certain events in each level, a calculation will be performed that determines the player’s overall success in that level called their “Grade.” Defeating mobs, destroying certain terrain, and beating the level all contributes to their grades. In the event that the player is unable to beat the level, they fail the level and receive an F, at which point they are able to restart.
2. Game Progression
  - The player, after beating each level, or “Biome,” will be allowed to progress onto the next zone.
3. Mini-bosses
  - These enemies have increased stats such as HP and attack stats. Upon defeat, they have the ability to drop the weapon that they used during the fight.
4. Currency
  - Each enemy will drop “essence” which will serve as the game’s currency. Essence will drop at different rates depending on the type of enemy killed. The currency will be able to be used in shops to upgrade or obtain new gear.
5. Shops
  - Obtain potions, upgrade base stats, etc. using essence.

### **Fighting Mechanisms**

1. Parrying
  - You get a small window where you become invincible and return the damage back to its recipient.
2. Dash
  - A sudden movement forward which can be used to evade attacks or close distance between enemies and player after pressing a button (TBD). At a certain point in this game, the player will have the ability to upgrade this dash after which the dash will provide a moment of invincibility, allowing the player to avoid enemy damage.
3. Melee Slash
  - Choose between various weapons, such as daggers, swords, and axes.
4. Bow and arrow projectile(different directions)
5. Potions
  - Various buffs, like speed, strength, magic, etc.
6. Spells
  - tbd

## Placeholder Map Design:



## Map design: TBD

The goal is to have a platformer rogue-like game that leads the character through different terrains with different mobs in each town. The reason why the character is traveling from town to town is because they are following the trail of destruction left by the demon and his mob army.

## **Character Designs:**

Main character- Human

2 Real Angels

Main Boss- Demon

Snow town mobs:

Water town mobs:

Plain town mobs:

Rain forest mobs: