Team Info: The Upperclassmen

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One-Sentence Description: A tower-defense spin-off in which the player controls the traps to stop adventurers from stealing the treasure.

Game Summary: Being a dungeon is hard. Imagine, you are born when some ancient civilization on the brink of extinction gives you all of their wealth, and then vanishes. So now all that wealth is yours. And it's so shiny, you can't help but find yourself growing quite attached to it. And then thousands of years later, another human shows up. Maybe he's here to give you more treasure? Not so, I'm afraid. This human takes one look at all of your great treasure, and then tries to steal it from you! Thankfully you are a very clever dungeon, and you quickly stop him. But then more humans show up. Even with all your tricks, can you protect your treasure from the humans that are trying to steal it? Watch out though, because word of your treasure is spreading fast, and the number of adventurers out to get it is increasing rapidly!

        -Multiple traps to choose from; spikes, lava pits, sentinels, etc.

        -A variety of adventurers to face such as Warriors, Thieves, and Mages, with

        various skills and abilities which will counter certain traps.

        -Skill trees for upgrading different types of traps

-Levels with branching paths so the player must strategically distribute the limited number of traps.

Game Overview:

Concept- No one ever thinks to ask the dungeon if they can have its treasure. Perhaps we should consider the dungeon's point of view. Behind the Maze gives you a chance to be the dungeon and protect your vast riches. With many unique traps designed specifically to thwart the invaders, how much treasure can you save?

Genre- Behind the Maze is a 2D tower defense/maze game hybrid. Traps are placed with the interface of a tower defense, and the enemies move as if they were the players in a maze game.

Player Motivation- The player will have to thwart countless adventurers who will attempt to rob the dungeon of its riches. Upgrades may be purchased with the skill points obtained at the end of each level.

Target Platform- PC with a keyboard and mouse and not a mouse on a wheel for a power supply

Design Goals-
    Strategic- The player should be challenged to place the traps in the most beneficial locations
    Fast Paced- The player will need to react to fast moving adventurers as well as multiple traps that are placed throughout the dungeon.
    Skill Tree- The player should have to keep in mind which upgrades have been purchased and what would be the most strategically beneficial to purchase later on.

Game World: The game takes place in the perilous depths of an ancient dungeon. A rumor has spread in a nearby kingdom of vast riches from a long extinct civilization that may be hidden

somewhere in these caves. Adventurers from near and far, driven by greed, descend into the darkness, seeking fame and fortune.

Traps (Subject to change):

magic door- prevents spells

lava pit- pit of lava

decoy ally / fake treasure- Lures other allies to it.

pitfall-ground falls out below the adventurer

rock slide-ceiling caves in, becomes rock wall

spikes- a bunch of spikes impales anything above it. can be activated multiple times

fan-wind blows the adventurer in any direction

flash of light- temporarily blind the adventurer that looks at it.

rotating wall- (can only be placed at an intersection) The wall flips to open one path and closes the other.

Adventurers (Subject to change):

thief-able to climb over some traps, and pick locks

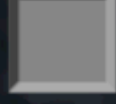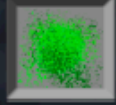warrior- strong, can break down certain traps

mage- has certain spells, hardest enemy to block

spells: freeze, levitation

beast/hound- not very intelligent (easily ticked by traps), immune to status effects (like stun, sleep, blindness), loyal (sticks with allies, never splits up unless tricked), can smell certain traps.

LEVEL 2

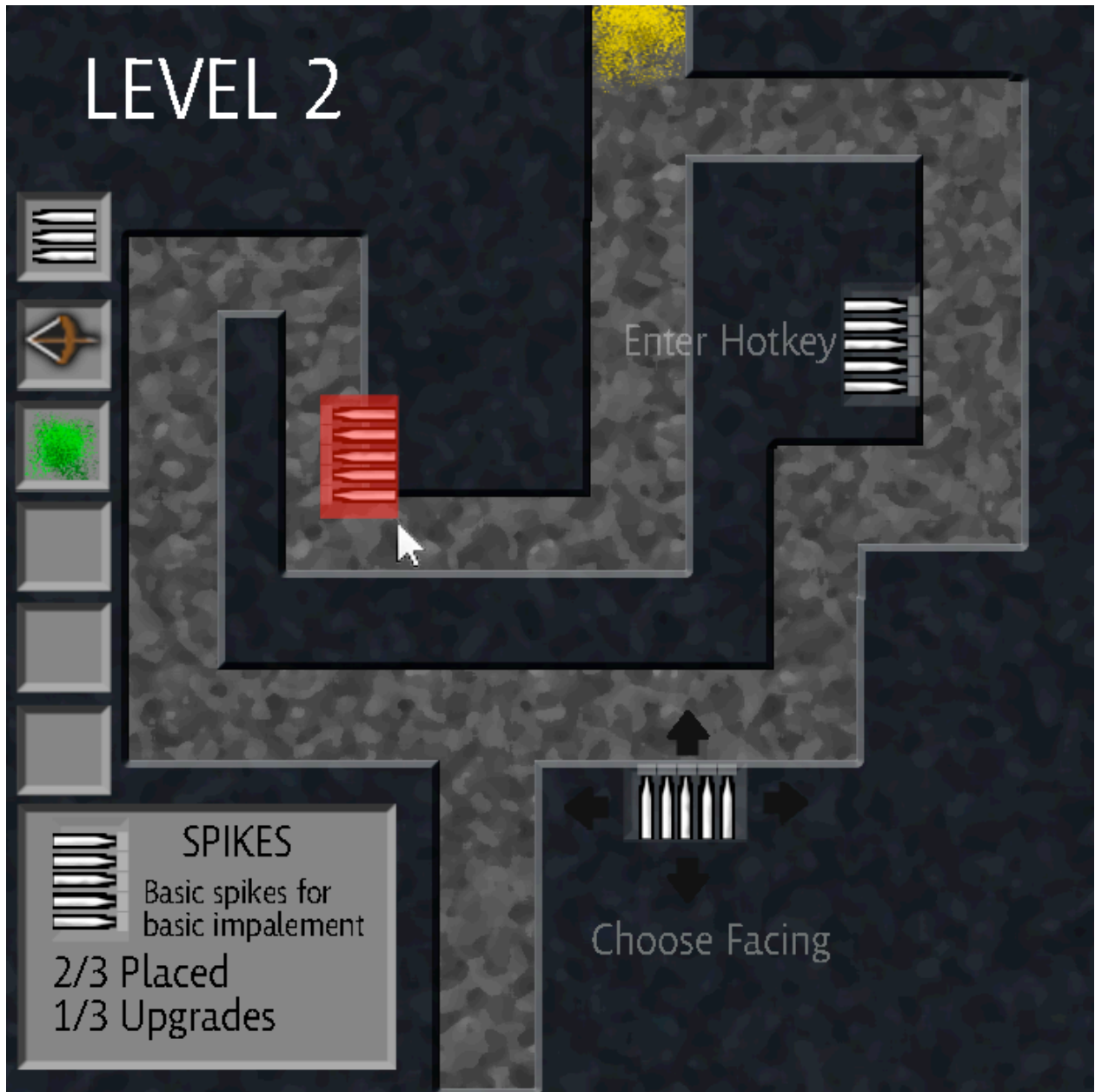Enter Hotkey

Choose Facing

SPIKES

Basic spikes for
basic impalement

2/3 Placed
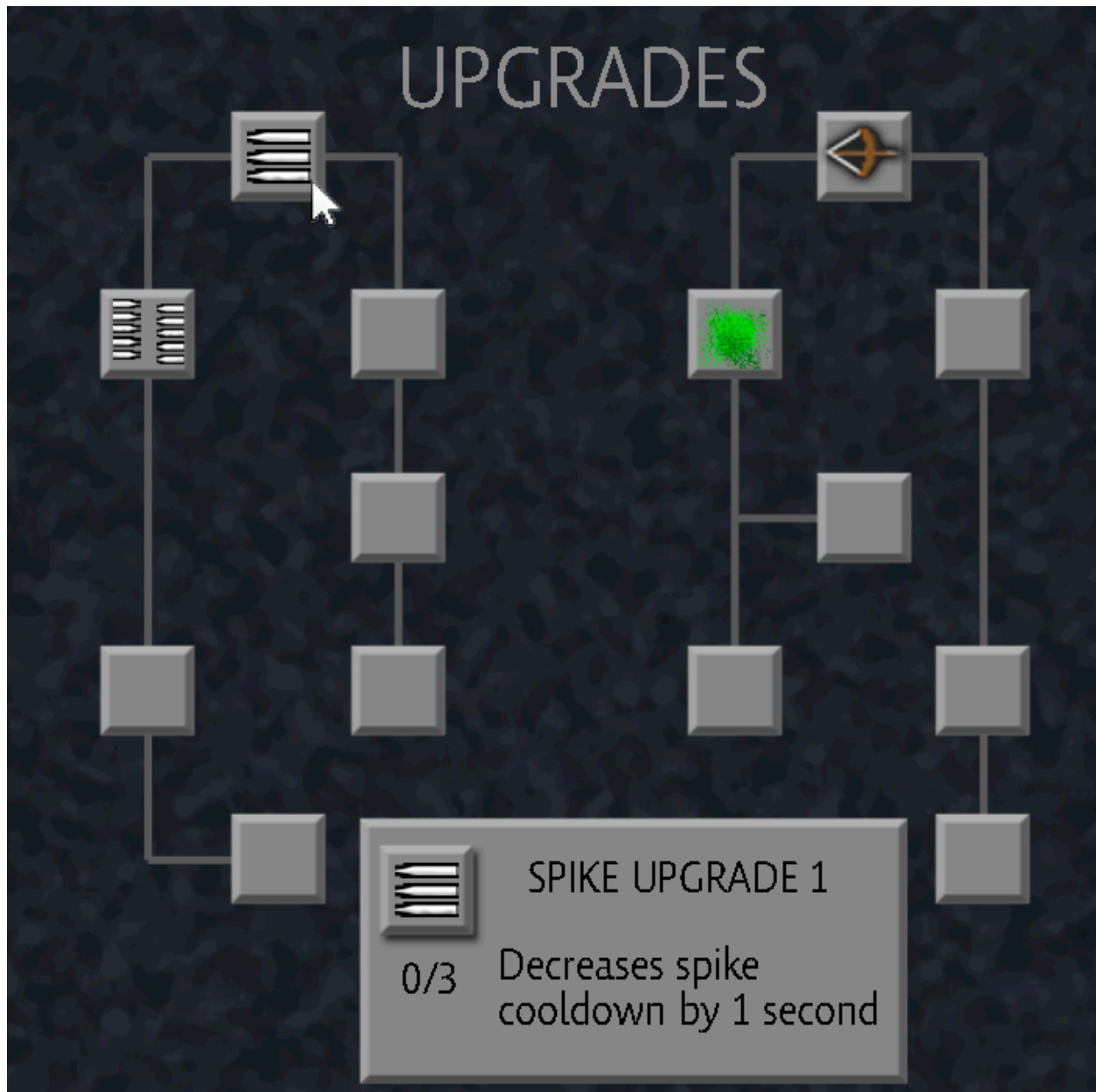1/3 Upgrades

(The next image was from a former idea of using upgrades which we're not doing anymore, but the trap purchasing screen will look similar)

Gameplay:

-The entire game will be played in 2D overhead mazes which will increase in complexity as the player moves forward.

-Before each wave, the player will have the opportunity to purchase new traps and place traps according to the enemies that will be attacking in the next wave. The player will be able to access a page that will show which enemies are affected by which traps.

-As the wave begins, a specific amount and variety of adventurers will spawn at the mouth of the cave and will then begin searching the dungeon for the treasure

-During the wave, the player will control certain traps and decide when to set them off to keep the adventurers away from the treasure

-If an adventurer finds a piece of treasure, he will then grab it and keep searching for more treasure

-the player's goal is to keep as much treasure as possible

-the player loses if all the treasure is taken

Production Detail:

Members:

Alex Turland-Lead Artist

Evan Polekoff- Lead Programmer

Emily Miller- Connection between Art and Programming

Weekly Goals/Timeline

September 10- Asset List Assigned

-Start traps code

-maps layout finished

-sprites. at least 1 adventurer and as many traps as can do

-start work on adventurers code

-complete help page (list of traps and adventurers and what can win against what)

September 17- Asset List Due, First playable assigned

-finish sprites

-finish code for adventurers

-code for between levels

-figure out limits to amount of traps

-Try to get a mostly working level

-test level

September 24- First playable due, Status report 1 assigned and due, status report 2 assigned

-debugging

-title screen

-adding sound and music

-tweaking limits to amount of traps

October 1- status report 2 due, present your prototype assigned

-crunch time

-fix minor bugs and polishing work

-if time permits, add levels and complexity

October 8- polish and present your prototype due