Project Proposal: Wizard Downtime

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1. Project Goal
	* It is a pygame side scrolling platform game.
	* They can control a wizard that can that can jump, casts spells, explore a 2-D environment, and defeat basic enemies and bosses.
	* Side Scrolling games are some of the most common and easy to create games out there, but they are not only fun, but usually challenging and highly stylized. I plan to make a highly stylized and challenging 2-D side scrolling game.
2. Problem Statement
	* My project will have 7 levels, each of them with plat forming challenges, basic enemies, and a boss.
	* The point of each level is to acquire a key, to which the player must get through the level and beat the boss to do. This will be true for levels 1-6. 7, the player will open a door by acquiring the 6 keys.
	* The controls will be:
		1. Spacebar or Up Key: Jump
		2. Shift: Attack
		3. The Left/Right keys to move Backwards/Forwards
	* The difficulties will be the enemies and level design.
3. The Library and Codes Used
	* I plan on using the basic code for a pygame called Trosnoths.
	* Right now it is a multiplayer, platform game with basic combat. In which teammates work together to complete a missions
	* I really just want to use its side scrolling and platform codes as a base, I plan to develop my own characters, levels, and I plan to get rid of the multiplayer aspects
4. Proposed Features
	* I plan on adding unique levels, enemies, and attacks, but also power ups. Each power up will have its own affect and some will help the player and others will hinder the player. For example one of them will make the character invincible for a time, while another will switch the left/right key controls.
		1. The main character will be wearing a blue robe and wizard hat with only two yellow eyes showing. He will have the ability to jump, and attack with both fire and ice.
		2. One level the wizard will have to battle through dark cave. The cave will have grey stalagmites and a dark bluish purple (as to not make the bats blend in) background. It will be infested with bats, and rock monsters. The bats will shoot sound waves at the player, and the rocks monsters will throw rocks at the player. The bat will appear as a normal grey bat, and the monsters will appear like goblins. The must finish the level to defeat a giant bear, who will swipe at the player, and acquire A Key.
		3. If I can, I want a scoring system will be available in which I hope to use the points for item purchasing within the game. If I can’t then I will just use it as a way to measure the player’s skill. Points will be added for each kill, and point will be subtracted when the player gets hit.