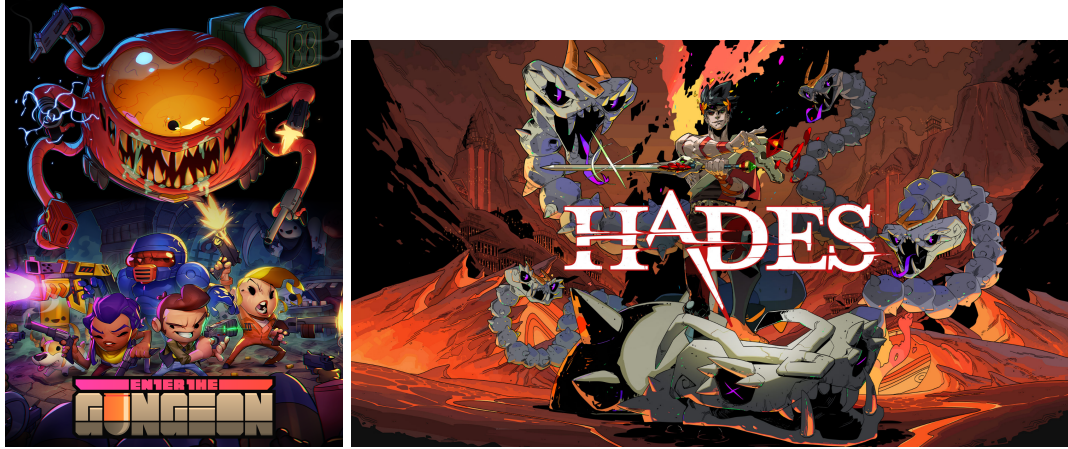


Deep (Dungeon Explorer's Endless Pursuit)



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Proposal

Our project will be a top-down rogue-like dungeon crawler similar to Enter the Gungeon and Hades. The player will be able to choose from various classes and weapons, exploring different environments and fighting the enemies along the way.

Technical Requirements

- Programmed in C++
- Using OpenGL
- Keyboard and Mouse input

Product Features

- Art Assets
 - 2d maps with different terrains
 - Character and Enemy Sprites
 - Sound Effects and Music
- Physics
 - Player Collision with environment
- System
 - Sprite Creation
 - Enemy AI
 - Using Asteroid Framework for movement

Goals

- Simple GUI
- Different floors with unique environment designs and possible traps
 - Hopefully procedurally generated layouts
- Boss fights
- Endless progression
- Different weapons and power-ups