

Romanus: Master of the Time-Storm

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For GDD-211-01

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Game Overview:

The idea for this game is that you are playing as a warrior who must travel back and forth in time and defeat a great evil that has invaded your land. This game will be a 2D platformer. The target audience of this game will be for people that are 15 through 22 years of age. The player can jump, move left and right as they play through the game. The basic look and feel of the game changes depending on what time period you are in. If you are in the past, the game will adopt a late Medieval/early Renaissance aesthetic. This includes wooden homes, vast woods, and even large castles. If you are in the future, however, the game will have a greater resemblance to a futuristic world, like Coruscant from *Star Wars* or San Fransokyo in *Big Hero 6*. The world would be filled with massive buildings, flying cars, and robots so advanced that they look human.

Gameplay & Mechanics:

First, I would like to talk about the gameplay. To progress through the game, players must travel through the past and future to defeat the various bosses that are located in temples. Once inside, players must travel through the temple while defeating various enemies and finding the boss room. The main reason that the players are doing this is because these bosses work for the main antagonist, and defeating them will progressively reduce his power.

Next, I would like to talk about the mechanics of the game. The physical universe of the game is very similar to our own, which applies to both time periods. Movement is also similar to real life, as the player character can jump, run, and attack like a person in real life.

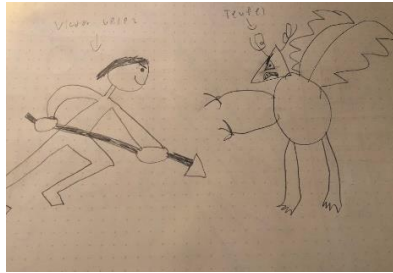
In this game, players have two different types of attacks, each of which functions differently from one another. The first type of attack is a melee attack, which is performed with

spear; this weapon is used to attack enemies up close. The second type of attack is the projectile attack, which can be performed with a Mighty Buster; this weapon is used to attack enemies from a distance. When players are on the first level, they only have the spear. In the second level, they only have the buster. Once Players get to the third level, they can switch between the spear and buster during combat. Interestingly enough, this weapon system takes a lot of inspiration from *Kid Icarus: Uprising*, as this game also featured a weapon system that gave players a wide variety of weapons to use in the game.

Combat in this game is pretty straightforward, as there are two main types of enemies that players will encounter. The first type of enemy is the brawler, which will either attack you face to face, or use a combat weapon against you. The second enemy type is the sharpshooter, which relies on blaster weapons to try and attack the player from far away. Then there are the mixers, which use a combination of combat and blaster weapons to try and mess with players. The strategies that players must use to defeat these enemies varies depending on what kind of enemy they are fighting. Fortunately, since players have a wide variety of ways to attack their foes, they can use these weapons to defeat their foes in creative ways. If they are fighting a brawler, players can counterattack by either doing a shot or a stab with the spear. Creativity is the key to mastering combat in this game, mixing up fighting styles to defeat enemies with relative ease.

Next, there are the screens that the player sees. The first screen is the gameplay screen, which is where most of the game takes place. Then there is the pause screen, which shows up when players press the P button. This screen is used to restart the level or quit and go back to the title screen.

Story, Setting and Character:

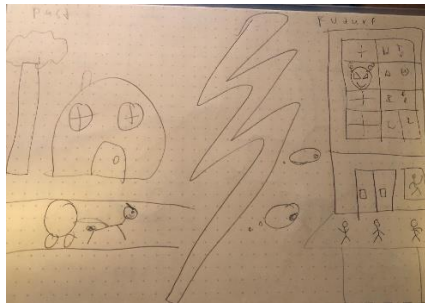


The story of the game begins in the year 1664, when a mysterious sinister figure by the name of Teufel (pronounced TAI-U-FEL) invades Madrid with an army of terrifying monsters. He then murders the king, and proceeds to rule the land with an iron fist. Not all hope is lost, as a hero wielding a shiny silver spear by the name of Victor Velez, storms into the castle and slaughters all of Teufel's minions. He even manages to defeat Teufel himself, nearly killing him in the process. Before Victor can deliver the final blow, he gloats about how weak his opponent turned out to be. This proves to be a fatal mistake, as Teufel proceeds to opens a mysterious portal that sucks Victor up and out of the castle.

When he awakens, he finds that half of his body is now composed of a mysterious, metallic-like material and his signature weapon is missing. In a state of panic, Victor gets off of the bed he was laying on and makes his way out of there. While escaping, he gets attacked by mysterious guards using weapons that he's never seen before. Fortunately, Victor discovers that his new left hand can transform into a weapon that can launch miniature projectiles, proving to be very effective against the guards. When he makes it outside, he notices that the world has changed completely. As he is in awe of what he is seeing, a man by the name of Dr. Xander Xerox asks him to come back inside so he can help Victor better understand what has happened to him.

Dr. Xerox tells Victor that he has traveled over 2,000 years into the future. He also tells Victor that the reason for his new body and weapon was because he was so badly injured that he would have died if left in that condition. Lastly, because he wasn't able to defeat Teufel in the past, Teufel was able to take over the world, and now rules it with a brutal, iron fist. Because of his arrogance, Victor became enraged at this news. Dr. Xerox comforts him, saying that he knows an enforcer of Teufel's who has a time travel device that can get him back to the past. Before he leaves to get this device, Dr. Xerox asks Victor to choose a new codename so that Teufel can't find out he's alive, to which Victor replies "Romanus", after the name of the saint who christened him at a young age.

As the story progresses, Teufel's army will become weaker and he will become more agitated. I would also like to talk about the cutscenes. Cutscenes are used frequently, but they mostly consist of dialogue between various characters in the story, with some minor moments thrown in.



Generally speaking, the game world is limited to the levels that the player can explore. These levels are filled with all sorts of enemies, traps, and time portals that can be utilized by the Time-Storm. Each temple is also ruled by one of Teufel's henchmen, serving as the bosses for them.

There are several major characters in the story like Victor Velez, the main protagonist of the story who seeks vengeance against Teufel for what had happened to him. Then there is

Teufel, the main antagonist who rules the world in the future and seeks to rule it in the past.

Next, there is Dr. Xerox, the scientist who fixes up Victor and helps him on his journey. Finally, there is Xena Xerox, who is the daughter of Dr. Xerox. She is also the leader of the resistance that seeks to put an end to Teufel's reign. She can also assist Victor if requested. With all the components addressed, I would like to move onto some of the levels in the game.

Levels:

First, I would like to talk about the two tutorial levels, which help players understand the basics of the game. The first one is set in the past, and lets players control Victor as he fights through the castle with his trusty spear to get to Teufel. Only brawlers are encountered in this level, so players don't need to worry about projectiles. The other one takes place in the future, shortly after Victor wakes up from his comatose state. This one is the opposite of the previous levels, as all the enemies here are sharpshooters, so players will need to use their newly acquired buster to deal with these foes. After clearing this level, the player will regain the silver spear from the first tutorial, which they can use along with their new buster.

This next level takes place in the first temple the player encounter. This temple serves as the home of Demetri, one of Teufel's enforcers who bares the Time-storm, a powerful device that will allow the user to travel through time. To clear this temple, players must explore it so they can find and defeat Demetri and get the Time-storm. When players enter the temple, they are greeted by an empty hallway. As they go through the various floors of the temple, they will run into various enemies from his time who have been enhanced by the technology of the future. After defeating Demetri, players will gain the Time-Storm, which allows players to travel back and forth between the past and the future.

The subsequent temples follow a similar pattern, with the player going to each temple to defeat each of Teufel's enforcers. They can also find weapons as they play through these levels, which they can use against enemies and bosses.

Interface:

The visual system in the game is very simple. The HUD is a text field will display the amount of health the player has and how many lives they have. The players don't have to worry about the camera, as the player character remains in the center of the screen at all times.

To control the character, players can move Victor with the left and right arrow keys. They can also jump with the Space Bar, and change the direction of their jump with either the left or right arrow keys. The Z key is used to attack with the spear, while the X button is used to attack with the buster.

Audio, music, and sound effects change depending on the time period. In the past, the audio design will have a renaissance feel to it, while the audio design in the future part of the game will have a more cyberpunk feel to it. Finally, if the player gets stuck, they can go to the hint master in both the past and future.

Artificial Intelligence:

The enemy AI will stop at nothing to ensure that the player character is dead. Sometimes enemies will try to lunge at players head on, while others try to be more strategic in their approach. Either way, players need to think carefully when dealing with these foes.

Technical:

This game is made for WebGL on PC. The game will be developed using the Unity Engine, as that is the engine that I've had the most experience working with and it's really good for making 2D games.

Game Art:

When it comes to art, I would like to go with a classic style. More specifically, I would like to emulate the art style of the platformers that were released for the original PlayStation, such as *Mega Man X4* and *Castlevania: Symphony of the Night*. To accomplish this, I will work with game artist who specialize in this type of art, as I plan on focusing on the coding and design aspects of the game.