


easy

intermediate

hard

- story: light god eats all the sun
- bugs
 - mouse disappears on game over menu - cant click exit or restart
 - ~~○ saving settings causes game to start without controls pop up~~
 - starting game plays all sounds at once
 - music resets when moving through menu
 - music volume slider doesn't affect music outside the settings menu
 - items get cut off in different resolutions
 - Some of the geometry interacts really weirdly with the lighting fsr; makes a sort of lightning bolt pattern on certain surfaces, and occasionally a surface would cut out when struck by light
 - ~~○ At one point, one of my projectiles seemingly hit an enemy twice thanks to the homing~~
 - ~~○ The manner in which enemies move while visible is pretty janky and hard to read; they seem to "pan" backward whenever I fire a projectile and occasionally vanish from view without warning~~
 - Rendering on ending staircase is ultra janky - side surface was flickering in a bizarrely uneven fashion, with a sliver of it rendering on every frame
 - Mouse is not visible on ending screen
 - enemies can get stuck attacking from extremely far away
- in-progress
 -
- todo
 - interface
 - ~~— tutorials~~
 - ~~— pause menu~~
 - ~~— add numbers to hp/mana/stamina sliders~~
 - ~~— streamline controls~~
 - "load" abilities into the right click using mouse wheel/number keys
 - add a sound effect
 - change cooldown box to a ticking circle
 - environment
 - rework procedural generation

- randomized defined rooms
 - traps/hazards
 - alluring but unreachable lights
 - confusing barriers
 - add props to rooms to ease getting lost
 - ~~stop generating doorways to void~~
- o sound
 - ~~lower default volume~~
 - fix sound effects
 - ~~Add horror sound effects~~
 - mage
 - o walking
 - o running
 - o jumping
 - o landing
 - o attacking
 - o using meditate
 - o using forcefield
 - o using ricochet
 - o damaged by enemy
 - o killed by enemy
 - enemy
 - o walking
 - o attacking
 - o damaged by player
 - o killed by player
 - projectile
 - o in motion
 - o hitting wall
- o enemy
 - ~~make them light up more gradually when detected by the player~~
 - new types
 - interacts with player's line of sight
 - moves slowly but teleports every so often
 - invisible if in line of sight (homing disabled on it)
 - auditory hallucinations

- melee magic
 - maybe they have lights protruding from them
 - ranged physical (skeleton, shoot spectral arrows)
 - physical tank (golem)
 - ranged magic (slime)
 - projectiles that hit walls/floors leave glowing residue
 - magic tank (crystalians)
 - shield that repels magic if user not in certain radius
 - boss
 - possible abilities
 - fully depletes mana at start of fight
 - hides all your bars
- puzzle
 - interact with several items but they constantly move
- mage
 - add physical attack to mage
 - eyeshot
 - meditate
 - perhaps add effect for when it activates
 - ~~● limit how many times it can be used~~
 - new ability: projectile that sticks to walls
 - new ability: projectile that goes through walls but has shorter range (despawns after 5 seconds)
 - wand
 - fast when launched, slow when about to disappear
 - perhaps have a slight charge time for attacking
 - add model
 - ~~● lower starting position of attack~~
 - add animation for attacking
 - change light stuff of attacks
 - light source fades when hitting wall instead of instantly disappearing
 - Ambient light probe with the HD Render Pipeline
- tamer 
 - no attack only familiars

- o enemy basics
 - ~~fix enemy generation to spawn in multiple places~~
 - ~~fix enemy movement when encountering player~~
 - ~~every enemy seems to home in on first position viewsphere was triggered~~
 - ~~add proper models~~
 - ~~zombie model already in assets~~
 - ~~chase after player when hit~~
 - ~~fix enemies getting stuck on each other~~
 - ~~make enemies die immediately~~
- o preventing enemies from walking through walls
- o making enemies invisible when not in player sight radius
- o interface
 - transitions
 - ~~from main menu to game~~
 - ~~from game to settings~~
 - ~~from game to game over~~
 - ~~from settings to game~~
 - ~~from settings to main menu~~
 - ~~from game over to game~~
 - ~~from game over to main menu~~
 - ~~from game to winstate (i think)~~
 - ~~from winstate to game~~
 - ~~from winstate to main menu~~
 - new screens
 - ~~game over~~
 - o ~~Need to write code to trigger game over scene~~
 - player info/inventory
 - models
 - ~~meditate~~
 - ~~forcefield~~
 - ~~Ricochet~~
- o ~~Add it to scene and see what it looks like~~
- o ~~endgame room (large horde, or better enemy)~~
- o ~~mana potions scrapped, killing enemies refills mana slightly instead~~
- o ~~enemy walking patrol~~

- prevent enemies from becoming hostile when they can't see the player

Elevator Pitch

- o type of game
 - age
 - rating
 - target audience
- o story
- o game summary
- o unique selling points
- o similar games/influences
 - The Vale
 - I Made A Game, But The Players Are Blind
- o why the game is unique from the other games that are already in the market

story

- fall in a dungeon which is under a curse
 - o Swordsman (sixth sense?) or mage (echolocation?)
 - o One player
 - o Goal: fight a boss and escape

levels

-

gameplay

- play as swordsman or mage
 - o completely blind, no light perception
 - o innate skill: can perceive obstacles/enemies when they are next to the player (X units away)
 - o swordsman
 - acquirable skills
 - abilities
 - o shockwave armament: imbue sword with ability to send out shockwaves that travel in the same direction as the sword swing, piercing and damaging enemies

- o blind fury: increases attack speed, damage reduction, and gives slight health regeneration
 - o leap: jumps in front of the nearest attacker, prioritizing ranged enemies
 - passives
 - o instinct: increases distance of automatic perception
 - o mage
 - can perceive any magic
 - acquirable skills
 - abilities
 - o echolocation: send sound wave in one direction, damage and highlight enemies/obstacles it hits for X seconds
 - o meditation: charge for 2 seconds, highlight all enemies/obstacles for X seconds
 - o forcefield: set a forcefield directly in front of you for X seconds, blocking Y amount of ranged damage
 - passives
 - o guided magic: magic hones on enemies
- enemies
 - o boss
 - o elite
 - o Regular
- Storyline
 - o In the cursed depths of The Abyss, a forgotten dungeon hides untold riches and forbidden knowledge. But its darkness strips you of sight, leaving you to rely on instincts alone. As a skilled swordsman or powerful mage, navigate treacherous corridors, uncovering the tragic history of a once-prosperous kingdom now twisted by ancient curses. Encounter monstrous abominations and confront the malevolent Boss to escape The Abyss' grasp. Will you conquer the darkness or become its next victim? The fate of The Abyss rests in your hands. Choose wisely, for not all who enter emerge unscathed.