Hounds

Gameplay:

Driving Phase:

- 2D Top-Down driving on a limited map.
- Players will be given 45 seconds to drive around the map.
- Random power-ups will spawn at certain locations throughout the map.
- The player can collect these by driving over them.
- The player will have an arrow that leads them to the location of the power-ups.
- An enemy driver will chase the player across the map as the player is driving
- If the time runs out or the enemy driver catches the player, then the game will go into the combat phase.
- The goal of the driving phase is to collect as many power-ups as possible before an enemy catches them or the time runs out.

Combat Phase

- 2D Turn-based combat system.
- On the player's turn he can either use a basic attack which deals 1 damage, or the can use a special ability that he collected during the driving phase.
- The enemy will either deal damage to the player or heal themselves (randomized)
- Each special ability has a usage count that is increased depending on how many power-ups were collected. Once the player is out of uses they can't use the special abilities.
- 4 Special Abilities
    a. Heal- Heals the player for 2 health.
    b. Bash- Does a power attack that deals extra damage.
    c. Poison- Deals one damage to the enemy in addition to the player's other attacks for 3 turns.
    d. Stun- Causes the enemy to lose a turn.
- Player loses if their health reaches zero.
- Player wins if they get the enemy's health to zero.

Controls:

Driving: WASD to move the car forwards, backwards, left, and right

Combat: Q- Heal

W- Bash

E- Poison

R- Stun

I- Basic Attack

Art Assets:

Driving Phase:
- Multiple Buildings for map area.
    a. Central Fountain Area
    b. Town Hall Building
    c. Small Parks
    d. At least 4 to 5 other generic buildings
- Street markings
- Player Car with player dog coming out of the hood
- Enemy Car with enemy dog coming out of hood
- Power-Up markers
- Small arrow to point player to next power-up

Combat Phase:
- 2D Alleyway background
- Main character art (Punk looking dog)
- Enemy character art (Another punk dog, but visually different)
- Basic idle animations for both characters
- Numbered markers indicating when damage is done or healed
- UI markers for special abilities and basic attacks
- Stun Marker indicating the target being stunned
- Poison Marker indicating the target has been poisoned.
- Cat/Aardvark final boss character art
- Cat/Aardvark idle animation

Other UI:
- Title screen artwork
- Instruction screen details and art.
- Victory and Game Over Screen

Sound:
- Main menu music
- Driving overworld music
- Combat phase music
- Defeat music and Victory music
- Car crash sound effect
- Punching impact sound effect

Programming:
- Turn-based combat system that allows one player move per turn countered by one enemy move per turn
- Special abilities that can be used in place of basic player attack that do unique effects

- Enemy and Player health bars that are affected by combat
- Controlled driving on a 2D plane.
- Enemy path finding and "chasing" of player character
- Randomly spawning Power-Ups in driving overworld that the player character can pick up.
- Inventory system for storing player collected Power-ups.
- Tracking of Power-Up location and visual indicator the player can use to follow that tracking.

Story:

Joe Dawg is the turf leader of Las Bow Wow. He's marked his territory all over the city and no one messes with him. Then one day his turf comes under attack by a mysterious new gang of dogs. With his territory being taken over, Joe Dawg takes matters into his own hands. He goes around the city beating back the rival gang with the power of his fighting paws and his awesome driving skills. Finally, he meets the enemy gang leader, a cat! Before Joe Dawg can realize the cliched nature of this encounter, the cat explodes in a flash of light, and in his place stand Arnie the Aardvark. Joe Dawg and Arnie fight an epic battle over Las Bow Wow, but Joe Dawg triumphs in the end. He beats back Arnie and his gang and retakes the city for himself.