Game Overview

Title Neo - The Rainbow Sorcerer

Game Theme/Story Neo is the last hope of Manatopia. Entropy has enslaved the minds of every elemental and sorcerer in manatopia except Neo. Neo fights against the elementals and Entropy himself to protect Manatopia.

Perspective Top-down 2D, stylized grid-based layout

Player Actions

1. Use WASD keys to move
2. Click on the screen to emit a mana cloud that destroyes enemies if their color are the same.
3. Collect Elixir (buff) and Primordial Mana (treasure) and avoid enemies and their projectiles

Enemy Behavior

- Moves toward the bottom of the screen and depletes Neo's health if successfully reaching the bottom of the map
- Shoots projectiles towards Neo to kill him.

Gameplay Loop

- Enemies spawn and move toward the bottom of the screen and shoots projectiles to kill Neo.
- Neo's movement and attack via particle cloud
- Random Elixir and Primordial Mana spawns which fills Neo's ultimate gauge or increases the score by 1000 respectively
- Continue until death

Level Progression Level ends: This game has only one level, like flappy bird. The player plays until losing 3 lives.

Game Structure

- This game invites users to experience a unique plane-shooter genre gameplay where the goal is not to shoot down the enemies but to damage them by selecting a color that matches their appearance.
- While there is currently one level, the structure of the game leaves more levels to be easily added.

Future Goals

- Make infinite level generation using generative AI and implement bosses
- Implement tutorial

Buff and Treasure System

- Elixir (buff): Buffs increase Neo's ultimate gauge by 1 upon collision. When Neo eats 7 Elixirs, he can activate Rainbow God (ultimate) which gives him invincibility and the ability to damage enemies regardless of the current chosen color for 7 seconds. The mana cloud emitted during Rainbow God is also rainbow, instead of being one color.
- Primordial Mana (treasure): Treasures increase the gameplay score by 1000 upon collision with Neo.

Game Assets Inventory

Type Name Description Collision/Movement Player Neo A handsome white haired sorcerer who has infinite mana and use all types of mana. The following qualities are implemented as no cooldown for attacks and the player's ability to select a color using their mouse scroll.

Enemy0 Cinder Imp A red mischievous fire sprite that occasionally fires a circle of slow flame bullets.

Enemy1 Crystal Automaton A cyan floating arcane construct, fires ice laser at Neo occasionally

Enemy2 Storm Whispling A yellow fast-moving wisp of lightning that erratically dashes and releases forked bolt barrages.

Enemy3 Entropic Wraith A purple wraith that is a fragment of Entropy. Spawns black holes near Neo's radius that sucks him in and depletes one life upon collision.

Treasure Primordial Mana Increases score by 1000 points. Auto-collected on collision.

Extra Features

- Color Picker Invisible hue bar that allows players to choose a color with their mouse scroll.
- Made normally very laggy javafx animation very smooth by using an input poller.

Please ignore the issue: "Notice: This product is not compatible with macOS 10.15 Catalina or above. Click here for more information."

- The game works perfectly fine on macOS 10.15+ machines