

Project – 8-Directional RPG Game

Plan, produce and evaluate a top-down (8-directional movement) 2D dungeon crawler / RPG prototype title, that has measured elements of chance (such as random spawn elements).

Overview of Your Idea

A paragraph explaining your idea. Outline the game story, main protagonist, a brief idea of the obstacles or inhibitors encountered, and an anticipated classification / rating. What is the theme of the game? Science-fiction? Medieval? Etc. This a brief synopsis.

Software and Hardware Requirements

Identify and explain software and hardware requirements:

Hardware

- Keyboard – mechanical, laptop and / or standard layout?
- Mouse – pointing device vs. trackpad?
- Internet connection (for distribution)? Hard drive space?
- Graphics requirements? Screen resolution?

Software

- Software for you as the designer, e.g. Piskel App (<https://www.piskelapp.com/>), Game Maker Studio 2, etc. Also Word etc. to create the documentation and screen recording of the game.
- Software for an end user to play the game e.g. Windows OS, the actual game files (executable or web browser)

Identifying the Commercial Appeal of the Game

- What are some comparable games currently on the market to your proposed idea?
- How does your idea present a unique solution to the genre it nearest resembles?
- Target audience analysis – demographics and attitudes
- List the elements of your game that are going to entice and maintain your player base. What will make your game popular?

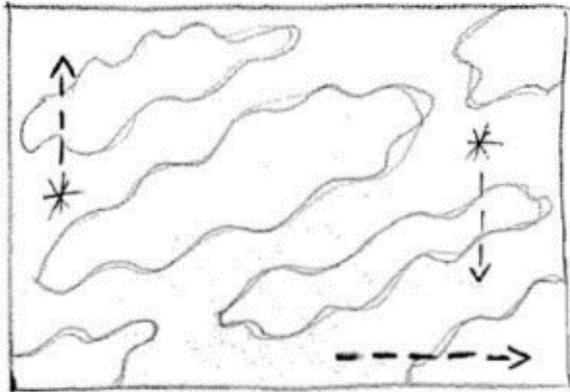
Analysis of Problem: Developing a 2D 8-Directional Game

What do you propose to include in your game? Draw a **mind-map** to illustrate your brainstorming of ideas. At this stage **do not worry** if you do not have the skills or knowledge to create these ideas yet. List what you would **like** to do, regardless of your technical skill (i.e. dream big):

- Protagonists and antagonists – NPC's vs user controlled, AI mechanics?
- Items, collectibles, inventory, scoring or character progression mechanics
- Map or room mechanics, elements or ideas – spawn waves, pseudo-physical mechanics?
- Game controls, animations, graphic themes, levels or gradual delivery of challenges
- Longevity “hooks”, story and goal states, milestones, replay-ability value, **chance elements**?
- Other – e.g. historical elements / accuracy, soundtrack, research, meaning or message?

Synthesising a Game World Plan – Annotated Design Illustrations

By hand or draw and scan – make sure these are annotated – illustrate and explain how your game world is going to work (visually) across multiple storyboards, for example:



Background scrolls, stars move

Evaluation and Future Recommendations

- A critical reflection of the proposal (itself), as well as the process you took in developing this proposal
- What worked well? What was difficult? What needs more work? Justify your conclusions with supporting evidence (e.g. use examples or snippets from your proposal to support your arguments made here).
- What needs to happen now? **Remember this project was intended as a prototype only, for use as an Early Access or Steam Direct game.** What else could or should be done? For what reason are you making these claims?
- Overall, based on the actions and consequences identified in this evaluation, do you believe this project is going to be (realistically) successful? Why or why not? Explain, with reasoned evidence. Where this is doubt, predict some strategies that could help minimize some of this doubt.
- **Use screen shots or evidence from your project to illustrate your judgements.**