

Legend in Ruins

CSE 5912: Capstone Design: Game Design and Development

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Game Overview

Legend in Ruins(LiR) is a first-person shooting survival game. Players need to control the game characters to face different kinds of monsters and survive the monster attacks again and again. Game characters can use melee weapons, grenades, and various guns and howitzers to do harm to monsters. At the same time, use coins obtained after defeating monsters to go to the store to buy more powerful weapons, health pack, and gain BUFF with various effects. Finally, customs clearance after defeating the final BOSS.

GamePlay

In LiR, we have designed a total of 10 levels, and players in each level will face different numbers and types of monsters. At the same time, as the game progresses, players will reach the second map from the first map. In the game, we provide three different types of gain BUFF, and we provide 16 different kinds of guns. Each gun has a different price, weight, firing rate, bullet damage, and cartridge capacity. Similarly, in the game, players will face five completely different zombies, and different attack methods are what players need to know and learn how to beat them better.

Game Features

Weapon System

Index	Num	Name	Damage	RPM	ClipSize	TotalAmmo	MovementSpeed	Tier	Attachment	Price			
0	AR01	AK 48	25	610->500	30->20		1->0.85	A		7500			
1	AR02	M4	15	650->700	32->35		1->0.95	B		6000			
2	AR03	Scar	20	650->580	30		1->0.9	B		5000			
3	GL01		1		1	3		A		8000		Tier	Price
4	HG01	P92	8		20		1.15	B		4000		S	<20000
5	HG02	D50	20	500->300	7		1.15->1	A		9000		A	<10000
6	HG03	M1911	10		7		1.15->1.1	C	no scope	-(500)		B	<6000
7	HG04	USP	10		12		1.15->1.05	C		3000		C	<3000
8	RPG		1					A		10000			
9	Shotgun												
10	SMG01	Vector	14	850	25			B	1x scope	4500			
11	SMG02	UMP	18	550	25			B		5500			
12	SMG03	Uzi	11	750	35		1->1.05	C	no scope	1000			
13	SMG04	FMG	12	1000	50		1->	S	bigger spread	20000			
14	SMG05	MP5	16	750	35			A		6500			

1111	SP01	M14						C					
16	SP02	MK14	70	200	10		0.8->0.85	B	smaller scope	6000			
17	SP03	M82	250	B/A	7		0.8->0.75	A	bigger scope	10000			

After many calculations and repeated measurements, we will provide players with 16 completely different firearms. Players can use weapons such as pistols, rifles, submachine guns and howitzers according to their own preferences. First of all, every gun has a different appearance, and some high-grade guns will have a better appearance. Secondly, the firing rate and bullet damage of guns will determine the speed of killing monsters, but players also need to consider that different guns will have different accuracy. Finally, the weight of the gun and the capacity of the magazine are also crucial. They are data that players must consider. In order to get guns, we joined Coin System, so players also need to think about how to allocate their coins.

Input System

LiR requires players to be familiar with how to operate game characters and make good use of melee weapons, ranged weapons and various BUFF.

Command	Keyboard/Mouse
Go Forward	W
Go Backward	S
Turn Left	A
Turn Right	D
Refill clips	E
Use Knife	V
Open Shop	B
Speed Buff	Z
Defense Buff	X
Offense Buff	C
Shoot	Left Mouse Botton
Aim	Right Mouse Botton
Key prompt	TAB
Option interface	ESC

Monster

	Health	Damage	Price
Basilik	150	30	300
DragonBug	100	15	125
Wyvem	5000	35/30/60	1
Z_Butcher	250	24	200
Z_Nerd	100	19	100

Nerd is the most basic monster. They move slowly and attack at a very slow speed. Players can evade their attacks by operating.

Butcher is an evolutionary version of Nerd. It not only has higher blood volume and attack power but also moves very fast.

DragonBug is a worm monster. They always appear in large groups, and they move as fast as Butcher. Their attacks are so fast that players can hardly avoid them.

Basilik is also a worm monster. They can summon fireballs to attack from the sky, and the damage is very high.

Wyvem, the ultimate BOSS. It will attack with fireballs, ground thorns and biting after close quarters, which is very difficult to kill.