

CSE 5912: Game Development Requiem of the Knight

Developed By:

The Skull Kids

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Towns:

Overview: The town consists of a series of UI menus that let the player manage the party's items, save the game, and shop. A picture of the shop is showcased to the left.

- Feature 1:** Allows the user to save and return to main menu.
- Feature 2:** Spend currency on items to improve performance in battle.
- Feature 3:** Spend currency on equipment in order to gain advantages on enemies.
- Feature 4:** Manage your party's inventory.

Party Members:



Main Character:

Hero class with all around decent stats. You will lose the battle if this character dies. Late in the game, unleash devastation with: Titan Blade



Ranger:

Ranger class specializing in Hit-And-Run. Effective at long range combat and can poison enemies. You can also gain an edge with: Arbalest



Mage:

Mage class with devastating spells that scale with his high magical prowess. Weak physical attack/defense. Try out: Fireball



Bruiser:

Bruiser class with low accuracy and devastating attack strength. He can cripple the opposition and tank for weaker classes on the front line.

Summary:

The Inspiration for our game comes from the traditional tactical RPG. Examples include Shining Force, Fire Emblem, and Final Fantasy Tactics. Some RPG Elements were inspired by Golden Sun.

Our game features:

- Turn Based Actions, based on Speed stat
- Grid Based Movement
- Encounters divided into discrete maps
- Emphasis on positioning of units
- Strategic use of items and spells
- Exploration of the continent of Avalon

Overworld: This is the map used to travel between battles and the town.



AI Implementations:

Aggressive AI:

AI of this variety aggressively seek out the player until the player or enemy is dead.

Wait AI:

Defensive unless provoked, This AI will wait an amount of time before seeking the player out.

Guard AI:

Protects a specific tile and attacks any who enter within a certain range. It will never leave its guard post

Spellcaster AI:

These enemies are designed to use their spells until they run out of mana. They move similar to the aggressive AI.

Maximize Expected Damage:

Choose to target the character that will take the most theoretical damage, based on accuracy, dodge, attack, resistance and defense.

Battles:

The Game is designed around four combatants fighting off hoards of enemies. Your party will travel around the continent, looking for its next challenge; battles are turn-based and take place on a grid. Each character can move to any grid cell within their movement range and end their turn by performing an action or doing nothing (waiting).

A rich set of actions are possible:

- Basic Attack: deal physical damage to an enemy.
- Cast Spells: Use a class's unique spells to gain the upper hand in any contest.
- Item Use: Buff your allies, hinder your opponents, heal, and restore mana using consumables.
- Do Nothing: End your turn.

There are many levels, each with a different difficulty (spook) level. Each battle has different enemies, layouts, and strategies to achieve victory.

Character User Interface



Battlefield Creation:

Battlefields are divided into discrete tiles, which contain information such as tile type and prefab on top. This is where we also determine the character spawns and height differences on the map. Of note, players cannot traverse terrain if the height difference is too great.

Battles are created from four .csv files, which allows us to modularly create our levels.
CSV 1: Tile height
CSV 2: Tile Texture
CSV 3: Prefab on Tile
CSV 4: Character Spawns