

Hyunwoo's Adventure: A JRPG by

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Doc V2

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Design Brief

Abstract

Hyunwoo's Adventure is an adventure roleplaying game about a group of friends at Azusa Pacific University on a quest to follow and find one of their friends, Hyunwoo, who is always gone at night somewhere. The group one day decides to follow Hyunwoo to see where he wanders off to at night. However, much to their dismay, Hyunwoo's nights are much more different than expected, and you are ripped from your own world into a parallel world to become a legendary hero and defeat hordes of monsters wielding your own unique weapon and return back to your world!

Design Statement Section

I've decided to design this game to tell a story that makes the player yearn for more as the story unfolds, while at the same time making the player feel like they themselves could be apart of the story. The purpose of the game is to help teach the players about the importance of friendships and for the player to learn the importance of trust.

Audience

The ideal audience for the game are players who desire action and storytelling at the same time. Due to the game's nature, it also allows for casual play for anyone curious about JRPGs to players who have a huge interest in JRPGs.

Gameplay

The game incorporates elements of action, adventure, and role-playing genres and is a single-player experience that anyone can play. The gameplay is mainly action and narrative-driven. Showing the impact of how friends can affect you for good or bad is a big emphasis

Look and Feel

The inspiration behind the game is about my old roommate, Hyunwoo. He goes away at night and my friend and I don't know where he goes at night. The characters in this game all take the same name after students that attend Azusa Pacific University. The feel of the game I like to have is action and yet be able to tell a story through this interactive media.

Core Mechanics

Some of the main core mechanics include:

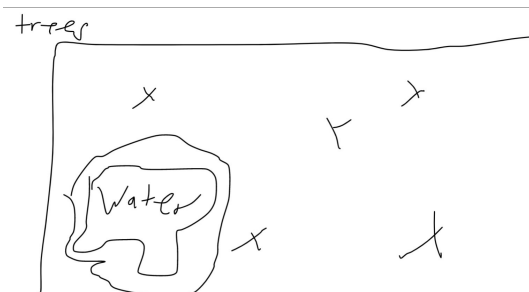
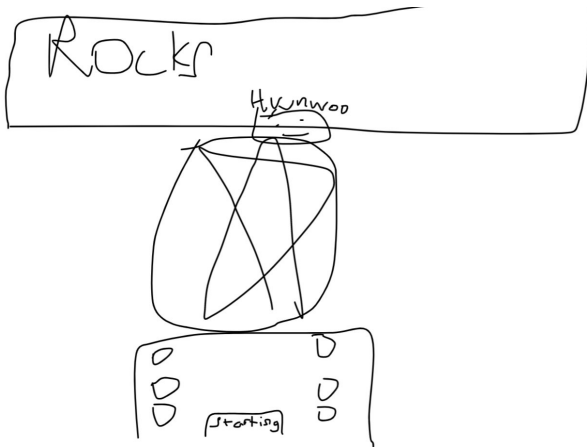
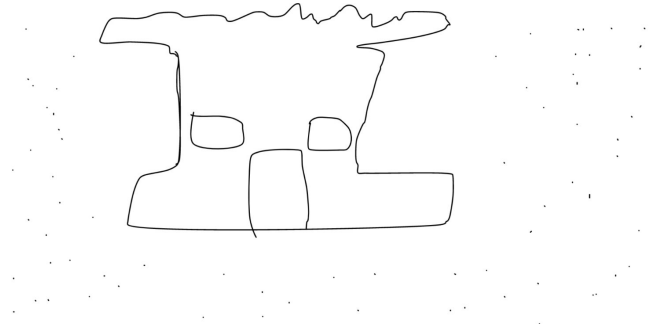
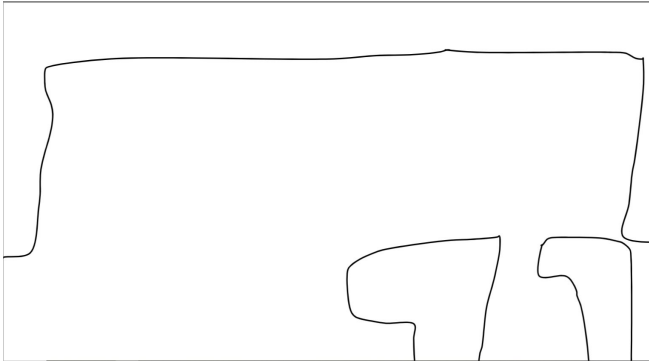
Movement - Player uses controls to move up, down, left, right to maneuver their character across the screen

Inventory - Players can find items (Such as weapons, items or more) throughout the game world and collect it

Real-Time Combat - The player and enemy NPCs do not have to wait their turn in order to move or attack and can act as quickly as it takes for an action to be done. You attack the deadly monsters in combat, attacking to defeat the enemies.

Main Menu - The primary list of options available to the player, including access to the inventory, config and saving the game

Maps



Gameplay Scenes



Opening level, approaching a character



Speaking to Hyunwoo, a character in the game that we focus the narrative on finding him.



Inside trinity hall, you meet up with your friends and talk to them to find more about Hyunwoo's whereabouts



Each friend has a different personality and dialogue!



Cutscene after finding Hyunwoo's whereabouts



After following Hyunwoo, the player discovers a deep, darker secret



First level showcasing and teaching combat against moving enemies, using real-time fighting

Post Mortem

The game's production went smoothly, with only a few bumps on the road of building the game. One of the biggest problems was trying to make a combat system. The initial idea was turn-based combat but creating brand new sprites and new scene images just for each fight scene proved to be less time-efficient, so I went with real-time combat. The two heaviest things that took the most time in producing were the combat system and inventory. Creating the story and overall course of the game was fun and easy for me, as I had a story in mind I wanted to tell and built the level backgrounds along the way as I put my story together into the program bit by bit. I learned that sometimes game mechanics are a lot more simple than they could look to on the outside, and sometimes could be a lot harder than they seemed to be from a player's perspective.

Design Notes

The initial idea came from just wondering and asking my friends about Hyunwoo's whereabouts at night. The commonality was that people had no idea. I figured this became an opportunity to make a game about it and go further into a story with the base idea. There were many other ideas within the base of finding Hyunwoo. From the player choosing to save a world, they are foreign to, choosing their allies and more that all became too complicated and clustered the rest of the story. I decided that a story about finding Hyunwoo, and changing the genre from mystery to action-adventure allows people to get intrigued and then get and feel immersed in the action of the game and yet still be intrigued by the mystery of finding Hyunwoo.