U of RPG

Progress Report Presentation

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Overview

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  - Prior work/References
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- Individual Report (progress of each group)
  - Framework, Backend, User Interface, Art, Progression, Plot, Animation, Sound Design
- Current Collective State
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Quick Review

Goals

- Create a 2D role playing game that takes place on U of R campus
- Top-down game w/ simple activities and objectives to progress
- Build without a game engine
  - More challenging
  - Build a greater understanding
  - Utilize several libraries
- Provide a fun game for university students and prospective students as well
- Host game online at www.uofrpg.com

Prior Work/References

- Similar style game to ex. Pokemon
- GitHub
- Dedicated Linux web server
- Parallels Plesk backend management
- HTML5, JS, jQuery, CSS
- Parse (Facebook) database
- EaselJS visual library
- All else built from scratch

Technical Approach

1: CORE

FRAMEWORK
Provides structural classes and controls how the sections interact with each other

2: FUNCTIONALITY

USER INTERFACE
Where the game is displayed and how players interact with the game

BACKEND
Manages the database of users and game save data

3: GAME MECHANICS

PLOT
Provides story, which dictates the timeline of when all other elements come into play

ARTIFICIAL INTELLIGENCE
Controls behavior of enemies and NPCs (primarily during battles)

PROGRESSION
Controls the player's progress and how the player gains skills as they advance in the game

4: AESTHETICS

SOUND DESIGN
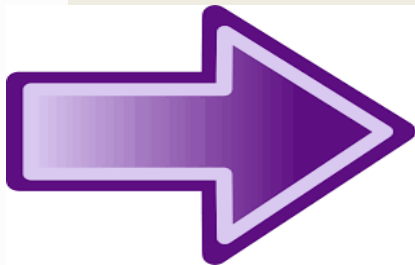Provides music and sounds to enhance the player experience

ANIMATION
Controls movement of anything in the game. Events are created by Plot, and set out to be achieved efficiently by Animation
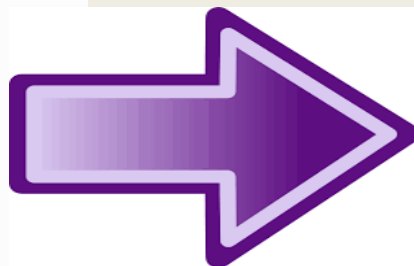
ART
Creates all art assets. Ensures everything is aesthetically pleasing to the user.

# Technical Approach (cont.)

Individual Reports

Framework

- Libraries
  - EaselJS
  - Tiled
- OOP with "classes"
- Dynamic map code
- Development utilities

Backend

- Database remade with hashed passwords
- Game remembers - caches - the user you were logged in a last for auto login feature
- Game data stores progress live and creates analytics unique for each user
- Logout page developed that clears user cache
- Amount of total steps for each user stored in database
- Amount of URos for each user stored in database and retrieved at login
- Created an inventory for your URos in the menu bar
- Currently working on implementing a universal high score board and saving more of the games users' data
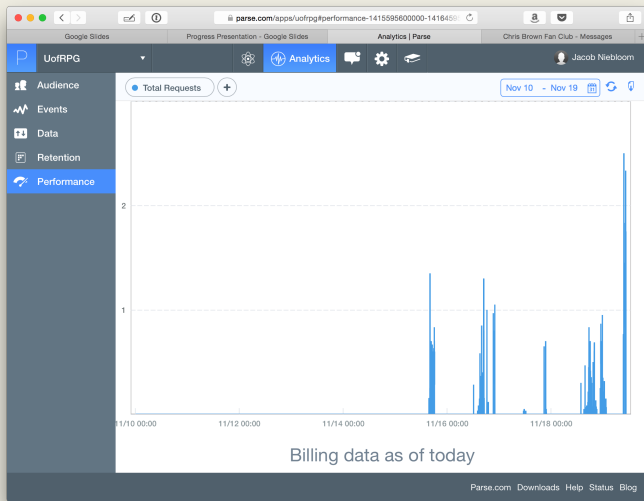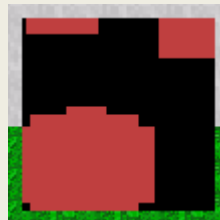
AI / Enemies

- For now, simple dummy screen when combat (would be) entered
  - Happens randomly
  - Chance increases with "steps" walked
  - During combat, entities can't move
- Basic functionality in place to monitor player's health
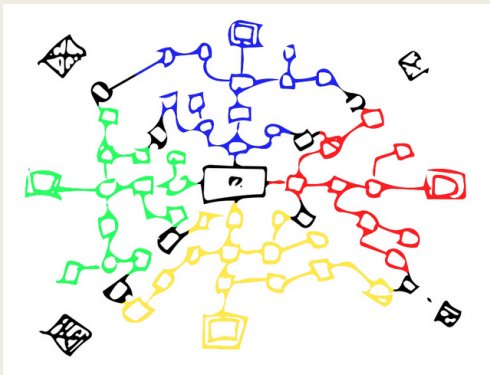 - Will eventually have combat implications

User Interface (UI)

- Website look and feel
- Container handling
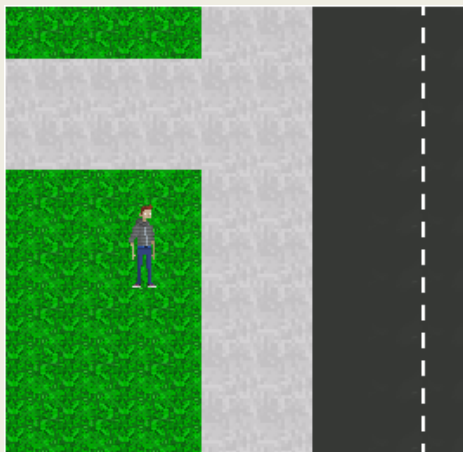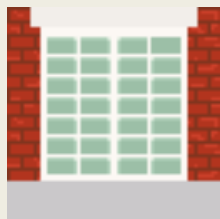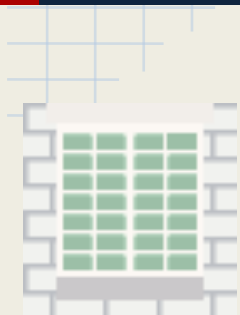- HUD added
  - minimap
  - health bar

Art, Progression, Plot

- The art of our project has consistently been making improvements over the past couple months. Work on sprites, map environments, and backgrounds always have a couple team members working to complete these areas. While art will be easily visible in the demonstration, a few sample images are provided on the next slide.

- Combat mechanics and gameplay progression have been almost fully determined and will soon be implemented

- Characters level up, skill tree and ability progression mapping is underway, basic outline set outside of the code

- Plot is currently still being worked on, but will most likely basic. You take the role as one of the game developers on a quest to navigate through campus while acquiring items and defeating enemies

Art Examples

Animation, Sound Design

- Animation is nearly completed.

Current Collective State

Summary

- 2D role playing game taking place on U of R campus
- Built an incredible, dynamic game system
  - Allows for easy additions
- Each group has collaborated well together - combining has been easy
- Challenges
  - Size of project
    - Each group fulfilling responsibilities by deadlines
    - Close to a primitive functioning game
  - Different coding languages
- Incredible learning experience

Demonstration

http://www.uofrpg.com

Timeline and Milestones

- November 23, 2014
  - Functioning NPCs, Interactive Tiles
- November 29, 2014
  - Completed map with all images implemented
  - Functioning events with activities/objectives to complete
- December 1, 2014 (Beta version)
  - Animation and simple character/combat AI
  - Menu system and music
  - Saving data to database (90% already implemented)
  - "Functioning game"
- December 6, 2014 (Final version)
  - Bug fixes
  - Minor additions and performance improvements

Questions?