

Computer Games Development

Project Report

Year IV

[Ben Stynes]

[C00239718]

[24/08/22]

**Contents**

[Acknowledgements 2](#_Toc54714373)

[Project Abstract 2](#_Toc54714374)

[Project Introduction and/or Research Question 2](#_Toc54714375)

[Literature Review 2](#_Toc54714376)

[Evaluation and Discussion 3](#_Toc54714377)

[Conclusions 3](#_Toc54714378)

[References 4](#_Toc54714379)

[Appendices 4](#_Toc54714380)

# Acknowledgements

I would like to thank the following people who assisted in completing this project including.

Martin Harrigan of IT Carlow who was my supervisor for this project, my classmates who play tested the game.

# Project Abstract

Replace this text with an appropriate Project Abstract.

This section should introduce the problem domain and clearly identify, justify, and explain the solution(s) chosen. Care should be taken to ensure that the summary clearly demonstrates the writer’s expert understanding of the problem domain.

# Project Introduction and/or Research Question

I will

Throughout the years many RPGs dropped the strategy and tactics in turn-based games and changed to action-based gameplay or streamlined combat to be easy. Nowadays when you hear RPG you would go to Skyrim the first-person action-adventure game or Fallout the shooter, action-adventure game. RPGs have gone more for an action focus even Final Fantasy the one that got RPGs off the ground in its latest release abandoned the turn-based gameplay and went full on action. Turn based games are being held up by only a few big names now, e.g., Dragon Quest, Pokémon, and Persona/SMT.

The research as stated is to see if a combination of these sub-genres would work. Would it give a unique and playable user experience or would the combination of these sub-genres result in a jumbled mess of a game that is just terrible with its mechanics.

The objectives are to make a game that combines all these elements. It will include turn-based gameplay with chess style movement for characters and a battle that is not fully turn based yet still requires strategy.

The is set in a war-torn fantasy land with magic being exploited. The player is thrust into the conflict and is given mission after mission to help the war effort ranging from assaulting an outpost and taking it over to fighting on the front line.

The way the game plays is the player selects the stage; the map loads up its tile-based movement. The player character depending on class have different movement spaces, the same with the attack range. For now, they are a sword user say, they move four spaces, and an enemy is in front of them they select the attack option, what follows is a battle.

In the battle the player sees two gauges the enemy gauge and their own gauge when it fills up, they can attack, depending on what action they do, it lowers the gauge by an amount, and they must wait till the action is done plus the wait time. The gauge has three sections wait which is the longest, execute which varies depending on the action and turn which is what allows the player to select what to do. While this is happening, let us say the player is weak to electricity. While the player is selecting their turn action the enemy has selected them for an electric based attack. As the player is waiting for their attack to execute the enemy hits them it does a lot of damage and since they are weak to it, their wait bar goes down. Similarly, if the player hits the enemy with a weakness their wait bar goes down as well.

The Project hopes to find out whether the combination of genres leads to a playable comprehensive user experience.

# Literature Review

<https://odr.chalmers.se/bitstream/20.500.12380/165277/1/165277.pdf>:.

* This thesis from Christopher Dristig Stenström goes over the different genres of RPG and their battle systems, He goes over a wider variety than what I am covering for my game, he goes in depth into what makes the combat system unique to that genre and defines them, for example he goes over the specific combat features of a TRPG and explains how it is a sub-genre of the JRPG sub-genre of RPG.
* The parts that specifically was needed for me was the JRPG section where he goes over a what makes a JRPG combat system, as in the components, the interactions, and the mechanics, he shares what key features are in a JRPG.

# Evaluation and Discussion

Replace this text with Results and Discussion.

Describe the results using diagrams such as graphs etc. as appropriate and discuss what the results mean.

Example: Results indicate that once the threshold gets over a certain point it significantly reduces player performance and player experience

**Project Milestones**

Replace this text with Project Milestones.

Key project milestone dates and measurement on schedule, was project schedule adhered to, effectively planned for delivery on-time or ahead of schedule if appropriate.

**Major Technical Achievements**

TRPG movement

**Project Review**

What went right? What went wrong? What (if anything) is still outstanding/missing (i.e., still left to do)? If starting again, how would you approach this project differently? What advice would you have for someone attempting a similar project in the future? Were your technology choices the right or wrong ones? If you chose the wrong technology, provide justifications for why you think this. What were the implications of your technology choices?

# Conclusions

summarise your work and findings.

**Future Work**

Indicate what might be some next steps to try (if a student next year was going to undertake a project in this area what might be an interesting thing for him/her to examine?).

# References

# Appendices

Replace this text with Appendices.

This might include ethics application and other relevant material e.g., copy of any questionnaires used.