

## The UVic Text-Based RPG

We will be taking a lot of inspiration for the text based RPG from other RPGs and roguelikes. A great example of a good text based game is Zork. It lays out and describes the characters current surroundings with text like

WEST OF HOUSE

This is an open field west of a white house, with a boarded front door.

There is a small mailbox here.

A rubber mat saying 'Welcome to Zork!' lies by the door.

Zork movement relied on commands such as "move north". We will diverge from this text-based idea of movement. As well as further describe the surroundings using the users actual surroundings.

With the Google Maps API we can have our character change zones in the game by moving in the real world. This lets us integrate a more interesting user experience without taking away the simplicity of the game, while adding Role-Playing game features such as a procedurally generated level system, character attributes, random items, and random encounters.

When you die in the game you lose all progress in the game - unless you get to a save location. With the seeded nature of the game, it might make it very different to get to the same place as before. Every experience should be unique.

Humor is a very important component with any game; with text-based games it becomes even more important. We don't want our users to give up on the game because of boredom.

The overall story of the game is still a secret that we won't be sharing. You'll have to play the game to find out!

## **Inspiration**

Zork – Ideal style

We really like the style of the original Zork. It has a plain black screen with white text and a simple user interface.

NetHack – Great Interaction

The players of NetHack have a great saying “The Dev Team Thinks of Everything”. We want our game to strive to meet that kind of variety.

## **Competition**

Pokemon Go – Large scale GPS based videogame

Sacracy RPG – A mobile GPS RPG

Since our game will apply to just the UVic area we can be a lot more specific than any other game. This lets us truly flesh out our small world, allowing us to have themes for every single building and area within UVic. We as a company feel like our users will be able to immerse themselves with the UVic text-based RPG more than any other GPS using RPG.

## **Team positions**

Brayden Arthur - Project Lead and Editor in Chief

Gabriel Silvarredonda - Webmaster and Game Development Consultant

Abhi Jagdev - Application Developer

Isaac Streight - Toolsmith and Analyst