

Archery & Arcana

Team Dungeonmaster

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The Archery and Arcana project was our attempt to create a unique and interesting text based RPG. All the members of our team have played interesting RPGs throughout our lives and decided to try our hand at creating our own. Our initial vision of the game was to have a multiplayer capabilities that would allow a party of adventurers to explore the vast dungeons of the land, similar to Dungeons and Dragons. However, as we progressed through the development process, it became abundantly clear that this would be too large of an undertaking for our small team to accomplish in the amount of time we had. Thus, we decided to shift our focus from a multiplayer experience to a single player experience. Once we had ironed out the wrinkles in our idea, we moved on to developing the game's various systems. We worked as a team developing this project, pooling our collective skills to create the systems we have now. We have succeeded in creating the majority of systems needed for the game to work, leaving only a few more things for us to polish out.

While the value to the customer hasn't changed significantly, we did have to restrict certain aspects of the game. There is no definite date for the changes, as they happened over the course of development. We decided to change skills from giving the player a choice in which skills to specialize in, to giving the classes skills as the characters leveled up. We also eliminated the use of text to enter commands in favor of using an interface.

After we completed our minimum viable system our next goal was to actually assemble the game world. While most of the game's systems work, there are a few things that do not work and should be completed before the program is complete. Our items and equipment are the two systems that currently do not work. These two systems are very important for the game, as no RPG is complete without them. Equipment is usually used to augment a character's stats for tough fights. Items are used when the party either doesn't have a healer or the healer can't keep up with the damage dealt. We also need to add the town. The town serves as the hub from which the adventurers will explore. It is used to restore the party's health as well as to buy items and gear.

Structure

The game was built using a graph-based zone system, using connections between zones to denote potential movements and making it simple to tell which entities were in which zone at any given time. Each entity has a "cooldown" for their turn, which decreases at varying speeds based on whether there are characters in combat or inside the dungeon, and they are prompted by the game to take an action when their cooldown ends.

The members of our team did not have defined roles. We would distribute work between ourselves and work on what we could. This approach allowed us to work on things that interested us, which helped us to keep interest in the project as we completed the various systems. This continued throughout the different stages of development.

Our project goals were not really met on schedule. Due to us having to redesign systems, it took us longer than we expected. We worked on this project as much as we could throughout the semester but the project picked up speed about halfway through the semester. Our project didn't really have a manager, as we all tried to make sure the project remained on track. While we did meet our major goals, they did not really happen on schedule.

While there were many obstacles to overcome in developing this project, it was great to get experience in this field. In retrospect, there were several things that we could have done differently. We would have been able to complete the game if we had devoted all of our time to systems that we would use in the final project. However, there was quite an effort put into the scrapped multiplayer and text entry systems. This misallocation of resources is something that we will have to look out for in the future. Overall I would consider this product a success.