**Study year**: SS 2021

**Semester**: 2

# Project team

# Project lead of students

Reichert, Georg, if20b260@technikum-wien.at

# Project members (Students)

Bruckner, Dario, if20b023@technikum-wien.at

Fohleitner, Dominik, if20b178@technikum-wien.at

Isufi, Amareldo, if20b006@technikum-wien.at

Jevtic, Aleksandar, if20b014@technikum-wien.at

# Title of the project

2D Turn-based side-scroller RPG

# Problem description

We want to create a single-player 2D RPG game with separate world exploration and battle modes. World exploration will be in the style of a 2D side-scroll adventure. Battles will be turn-based, involve a party of several characters and can involve one or multiple enemies. Characters can be equipped with different items (weapons, armor, utility items) and have different base-properties that can be modified through character advancement.

# Solution description

We will create the game using the Unity engine. We will design and implement a system for character and enemy attributes and their interactions in combat, create a challenging decision-making system for enemy behavior and create basic sprites and/or adapt existing ones. Basic physics will be implemented for world exploration. The goal is to produce a playable Demo version that includes at least one map or dungeon to explore, with at least one boss fight and at least one step of character advancement.

# Technical environment

Programming language: C#

Environment: Unity Engine

Graphics: GIMP (evtl. Adobe Illustrator)

GIT