Open Project

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Chapitre 1

Project presentation

The goal of our project is to achieve a native video game on Android.
This game will be a turn by turn battle RPG but with a profound strategical aspect , the player can not choose his actions at each turn, instead he will have to set a basic IA (see below).
The project will be split into two parts : the engine and the game.

1.1 Engine

The engine will be a basic engine for the game, it will have to be reusable on different projects . Its purpose will be to accelerate current and future development of the game. It is divided into several Managers

1.1.1 Game

Game class is the central class of the engine. It is the one who manage the program logic with its State System.
At launch the class tries to automatically load the saved game.

1.1.2 DataManager

The DataManager is the one who manages the user backups. It offers two possibilities :

- Local Save : The file is stored on the user's phone in the application files.
- Cloud Save : If the user logs in with a Google+ account and gives us the authorization, the DataManager also backup to the cloud.

1.1.3 State

The states are the different states of the game, they will manage the navigation in the application.

1.2 Projet

The project gonna use our engine. it will have to use most the technologies offered by Google, such as cloud storage , multiplayer , achievements etc.

Chapitre 2

IA

The player will be able to control a team of 3 characters .
Each character will be able to have sevrals classes (Warrior , Mage, Healer)
Each class of each character will have its own level.
When a character levels up in a class, he gains tools to program the AI of this class, these tools can be decomposed into several types :

- Condition : The behaviour of the AI
- Action : They can be spells, attacks, etc ...
- Slot : To build a new set of conditions / actions

2.1 Class system details

Each character has multiple classes, the player can decide to change the class of these characters during the fight to vary the strategies according to the opponent.

Depending on the frequency use of a class during a fight, this one earns more or less percentage of the amount of experience given by this fight.

Chapitre 3

Realization planning

The project will use the Agile method (Sprint + meeting of 15 minutes every day to make a quick assessment) .
However, we gonna achieve many iterations for the project. Each iteration 'll aim to make a functional product , consisting of an improvement of the previous one.

- Iteration 1 : Achieve a fight between two basic AI (Allie (programmable) / Enemy)
- Iteration 2 : Achieve a basic class system
- Iteration 3 : Achieve level + inventory system
- Iteration 4 : Achieve the story mode / basic quests
- Iteration 5 : Adding enemy AI
- Iteration 6 : Improving the system of history / quest (branch)

At the end of these iterations , we can consider that the mandatory part is over. We expect the realization of some bonus ? :

- Adding achievements
- More items
- More classes
- Solo ladder
- Multiplayer
- Multiplayer Ladder
- Entire character animation

Chapitre 4

Design

The game design will be made in Pixel Art. Here is one of our implementation :

Chapitre 5

Communication

The communication will be made via a Website / dev blog and will be helped by twitter account detailing the progress of the game by posting photos, gameplay videos etc. We want to attract people and make them interested in the project even before the release of the game. This is especially why a beta test phase will be available to the most interested users.
The beta test will be managed using the google developer console. The website also propose a newsletter.

Chapitre 6

Monetization

The monetization of the game will be via in-app purchases and ads. The in-app purchases should not upset the balance of the game, especially in the context of the multiplayer . We currently plan to offer paying xp packs that would help the player to level up faster.
The ads are non-intrusive and will not disturb the user experience. We will use admob API (used by Rovio, Backflip Studio, Fingersoft ...) to integrate the targeted ads and increase our revenue.

Chapitre 7

Checklist at the end of the project

— Iteration 1 : Achieve a fight between two basic AI (Allie (programmable) / Enemy)
— Iteration 2 : Achieve a basic class system
— Iteration 3 : Achieve level + inventory system
— Iteration 4 : Achieve the story mode / basic quests
— Iteration 5 : Adding enemy AI
— Iteration 6 : Improving the system of history / quest (branch)

Chapitre 8

Bonus

— Adding achievements
— More items
— More classes
— Solo ladder
— Multiplayer
— Multiplayer Ladder
— Entire character animation