

RPG skill creation tool

Introduction

This document has been created to document our progress and findings during the second Core Module class of the 2nd year of Game Development at the HKU.

For this module, we have chosen to create an RPG skill creation tool, which will help game designers add skills and/or effects to their Role Playing Games, Multiplayer Online Battle Arena Games or Real Time Strategy Games, without having to do much (or perhaps even any) coding. We aim to make the tool as visually appealing and simple to use as possible, because we have noticed many of the current tools out there are complicated, aesthetically terrible and still require coding.

Team

There are two members working on the creation of this tool.

Daniel Bergshoeff

Game Developer

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Game Developer

Week 1

For the first week of this project, it seems pertinent to define the scope and perhaps the workflow for the creation of this tool.

A skill in an RPG often has a certain timeline.



This is the simplest form of the skill. Of course, most skills are a bit more complicated than that. That's why first of all; we had to think about the possible variables for an RPG skill.

Trigger

What triggers the skill to start.

- Player input
- AI input
- Other skill
- Random
- After period of time
- Continuously

Start skill

When does the skill start.

- Time after

End skill

When does the skill end.

Skill visuals / animation

The visual representation of the skill.

Skill position

The position in which the visual representation is shown.

- Constant position
- Position relative to the player
- Position changes over time
 - Start to end skill
 - Depending on player input (aim)

Skill effect

The effect the skill has.

Effect can be on the player, other targets or the game state.

Skill effect trigger

What makes the skill trigger an effect on the player, other targets or the game state.

- Contact -> once
- Contact -> once per amount of time in contact

Skill range

The range of effect of the skill.

Interesting sources:

https://www.youtube.com/watch?v=oFZBmT1S_IY&feature=youtu.be