Frontier Guild

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**Technical Requirements:**

**Pathfinding**: Player units move around the map, seeking to points given through raycasts from the player’s mouse clicks, while the Enemy uses a wander AI to move around the map.

**Semi-Automatic Actions**: Units in the player’s guild hall will participate in battle

**Enemy AI:** Both in combat and out of combat AI for the enemy.

**Full Game Mechanics:** Player units gain EXP, level up and become more powerful. Defeating enemies grants gold which lets the player invest in more units and upgrades.

**Feedback to the Player:** A resplendent GUI which fully describes the world to the player.

**Project Proposal Update:** Got caught up in working on last minute bugs and feature implementations and wasn’t able to fully update the proposal

**Controls:**

**Camera:**

W,A,S,D => Orthogonal Camera Movement

Cursor at the edge of the screen also moves camera orthogonally

**Unit:**

Select with left click or click and drag a selection box over the desired unit.

Right click terrain to move unit to that location.

**Building:**

Left click building to select it.

Interact with GUI using the mouse and left click to control the building.

**Summary:**

The player is placed in direct control of a newly established frontier outpost as humanity begins its advance, taking territory from the demon king’s domain. Hiring and directing teams of adventurers to undertake requisition and exploration quests to help grow and strengthen the outpost is your main duty. However, managing the outpost’s resources and building new facilities is also part of your duties. Build a formidable stronghold in this uncharted territory, train powerful adventurers and defeat subjects of the demon king.

**Game Design Objective:**

When considering the design for our project, we considered the optional stipulation of controlling the RTS unit directly. The example given was entering a first person perspective and manually playing as a soldier creating a first person shooter experience for the player. As a twist on this, we thought it would be interesting if rather than a first person shooter, a traditional JRPG style turn based combat would be an interesting thing for the player to individually control. Thus we set out to design an RTS – RPG hybrid where combat resolves in the style of a turn based RPG. When two units meet on the battlefield, they enter an isolated encounter where the two of them fight a turn based battle to determine the winner, this accentuates the need for the quality of units to be high rather than the quantity, shifting the player focus to diligently planning and maintaining a roster of adventurers to create strong, varied parties to accomplish objectives.

An RPG staple that we plan on implementing is the idea of a “Random Battle” wherein certain areas have an ambient enemy population such that when a party is in one of these dangerous areas, they will randomly enter a battle against a new enemy. This will be, in many ways, the resource gathering equivalent for the game.

**Game Objects:**

**Units:**

**Party:** The main unit the player controls, a team of adventurers assembled by the player ofdifferent unit classes

**Warrior:** Durable fighter, good all round party member

**Rogue:** Utility class, weakens enemies and improves resources gathered by party

**Mage:** Fragile but powerful, provides strong offensive and defensive abilities

Buildings:

Guild hall: Main management building, assemble teams, recruit new adventurers

Blacksmith: Basic research structure, improves level of gear available to adventurers

Sorcerer’s Commune: Tech structure, unlocks Mages and magical town upgrades

Enemy Units:

Aggressive wildlife: Dangerous animals on the frontier, defeating them grants experience to the party and some resources that, when returned to the outpost, are sold and grant the player gold. Populate the area but are not a significant passive threat to the player

Demon Lord’s Army: Primary threat, squads of the demon lord’s army guard significant point on the map and large amounts of resources and defeating them grants adventurers large amounts of experience.

Environment:

Fields and forests, planned implementation of dungeon instances, visually distinct dangerous areas where the player will encounter random battles with wildlife or other enemies depending on the environment type

CRC Cards:

Made with the online CRC maker echeung.me/crcmaker

Link to CRC Cards:

<https://is.gd/rBiqtQ>