Assalamu alaikum everyone. I’m Kazi. BSSE 1111. And my teammate is fahim. BSSE 1102. We are proposing a game concept for our SPL-II project. The working title for our game is “The restoration project”. Which is a 3rd person action RPG or a role-playing game set in a sci-fi world.

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We are working under the supervision of Dr Ahmedul Kabir sir

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To introduce

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Our project, We want to build an Open-World RPG which means we’ll choose to play a certain role/class in the game. Here the player has the option to choose instead of just playing a generic character. For being an open-world game, the player will have freedom of movement and interaction with the game world and NPC or Non-playable characters.

The game will feature an engaging story with complex character arcs. To diversify the gameplay, the player can engage in a lot of side quests and missions in the open world alongside the main storyline. So the basic gameplay will be heavily focused on the player exploring the game world.

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The world will feature a complex economic system where one life/health is directly linked with in-game time which acts as the currency of the world. The game will feature full 3D animated objects and characters. It will also feature standard movement and vehicle mechanics like running, jumping, walking, driving etc. For the combat mechanics, as a 3rd person shooting game, it will feature the basic shooting and sniping mechanics along with basic melee combat mechanics like barehand and bladed combats. The game will also have some stealth gameplay mechanics.

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Now for the scope of our project

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This game will feature a limited open-world meaning that we will develop only a portion of the full map as the shorter semester will hinder the completion of the full game. [show the two pictures]

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The game will also feature a scripted intro area mission as a tutorial for the player to showcase all the core gameplay mechanics. As the full game/the world is neither going to be finished nor playable, to showcase every facet of the gameplay mechanics, we’ll have to resort to this solution.

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As per the standard gameplay mechanics, it will feature all the basic movement and combat options. For movement and vehicle mechanics, it will feature running, walking, jumping and driving mechanics. But we are considering complex movements like parkour out of scope. For the combat mechanics, we will implement basic shooting and melee combats like the hand to hand, shooting, sniping, and knife combat mechanics. Complex action mechanics like sword and parrying mechanics will be avoided right now.

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The NPC and Enemy AI will be basic in their build. Instead of making them fully immersive, we’ll rather focus on making them interacting and challenging to fight for now.

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The main motivation and inspiration for this project came from three sources. The economy and health mechanics was inspired by the 2011 film in time. The gameplay mechanics were inspired from the 2020 game Cyberpunk 2077 while the world-building and aesthetics of the project came from the Blade Runner movie franchise.

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As for the work plan, we will create a detailed map of a small portion of the world then create 3D assets for that portion in Blender and import them into Unity which will be used as the game engine for our project. We will write the necessary scripts in C# and repeat the same process for every portion of the game.

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As for the tools and technology, we will use Blender to create and render the assets, Unity as our game engine and c# as our scripting language.

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Thank you, everyone.