Goldcrest

A detailed report on the creation of Goldcrest, a turn-based strategy game by HATtrick Games.

# Story

The story begins following the invasion of Goldcrest by the evil golem Zayn and his orc minions. The villagers of Goldcrest, led by their hero Strom Ironclaw have managed to chase the evil golem and his army out of Goldcrest and into the nearby forest which is where the first level takes place. Upon defeating them in the forest, Zayn retreats into his Citadel where the Strom and the other villagers make their final stand, to rid the world of the evil once and for all.

# Game Features

* Turn based Combat system, which allows for the player to carefully plan out his next move
* Main menu screen
* Boss monster that must be defeated to win the game
* AI with path finding and smart decision making, providing a challenging adversary for the player
* Tactical UI for providing real-time information about the battle to the player
* Variety of enemy AI
* Multiple playable characters
* Multiple levels
* Varying character stats – damage done to armor increases the damage from attacks later on in battle.

# Character Design

* Strom Ironclaw
  + A heavily armoured killing machine, this seasoned fighter has been known to wipe out entire enemy forces by himself without breaking a sweat. His huge two handed claymore easily cleaves through most foes he meets, you can often find him in the midst of his enemies cutting a swathe to victory for his fellow party members.
* Archer
  + Hailing from wooded areas around the world, these guys are no stranger to combat. The only thing they love more than fighting is their finely crafted bows. They rely on taking their foes out before they can even take a step, they work especially well when paired with melee fighters who can hold their targets back for them to pepper them with arrows.
* Spearman
  + The staple of any fighting force, these guys pack a punch with their razor sharp spears. Trained for the heated combat of the front lines, they have no qualms in getting up close and personal with their enemies.
* Zayn, the Golem
  + This monstrosity has been awoken from its slumber by your noisy party, he’s not at all happy to see you and intends to correct the problem as soon as possible. He hits like a tank and is equally good at taking damage, you’ll have to figure out some way to take him down before he can crush each member of your party into a pulp with his heavy rock fists.
* Orcs
  + Loyal to their golem overlords, who they believe are elder gods raised from hades itself, they will do anything to stop you from hurting them. This includes savagely attacking you with their tribal weapon of choice, the halberd. They might not look like much, but don’t underestimate them; leave them alive for too long and you might just find yourself being, knocked out, cut up and offered up as a sacrifice to their craggy gods.
* Dark Minion
  + Small in stature but not to be underestimated, these evil humanoids have no love of do-gooders like your party and will kill you just for the fun of it. Beware their dark magic; for they love to cast spells that rack the body with pain, you would be wise to kill before they get a chance to use it.

# Level Design

* Forest
  + The first level is set in the forest in between the village of Goldcrest and Hordrigg citadel. This is where the villagers of Goldcrest, led by Strom Ironclaw manage to ambush Zayn and his minions retreating to Hordrigg Citadel.
* Hordrigg Citadel
  + This is where the final stand-off between the people of Goldcrest and Zayn occurs; inside the castle occupied by Zayn and his minions.

# Software Tools

* **DigitalRune Engine**
  + Initially we were going to use the Sunburn engine for handling graphics in our game however we found that learning how to use the engine was rather difficult due to the difficulty involved in navigating their website to find what you needed. So we explored for further engines when we stumbled across the DigitalRune engine.

The engine allows for 30-days of free trial but we were able to apply for a student license to use the software. One thing that stood out for us was how in depth the documentation was and that the engine actually came with samples of how to use the various features within the engine. This has allowed us to rapidly set up and create something that resembles a game since we were able to use the samples to show us how certain features are used within the engine.

* **3DS Max**
  + The main reason we chose to use 3DS Max for 3D modelling over a tool such as Blender is because it is what we have been taught to use all through university. We also get free access to it through university and it is also used throughout industry.

Also, 3DS Max is easier to pick up and use in comparison with Blender since it provides samples within the actual program.

# Resources

* Main Menu Music – Theme Menu by Alexandr Zhelanov
* First Level Music – Dust and Bones by Sav’vien
* Second Level Music – Stonemason by Zander Noriega
* End Level Music – Beyond the Clouds by Matthew Pablo
* Enemy Win Music - Winter Snow by Tom Peter

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