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

A list of all the features with description on what their functions are and where and how they appear in the game.

# Character Design

* Strom Ironclaw
* Archer
* Spearman
* Zayn, the Golem
* Weak Orc
* Strong Orc

# 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

# 