

REPORT

Wolfie

by

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Chapter 1

Introduction

Animal roleplay is when at least one participant is an animal. Most Animal RPGs are sims where people can subject themselves to a simulation of what the actual animals undergo in their day to day life. However, many games tell a story, and a few include peculiarities.

Logic doesn't seem to be much a factor in animal RPGs. The only requirement seems to be novelty. For example, Zootopia, the movie shows animals in human roles, but it's still loved for the novelty that it induces in its spectators.

Although sims are realist where players play as non-sentient, non-talking animals, once the novelty wears off the users will grow less with time. This is one of the main factors that make game-developers and filmmakers portray animals as interesting and somewhat quirky and sometimes lovable creatures.

It is some of these factors that lead to the design of Wolfie. The aim is to make the game stand out due to its quirkiness. This is also why the first installation of the Wolfie franchise is the tenth chapter in the Wolfie saga. This adds to the mystery as to the cause of Wolfie's dilemma and actions.

As the game begins the player finds himself being shot at by the Boss. The player is tasked with killing the Boss. With each level he has to get a specific number of kills to qualify for the next level while getting his rank updated with each level.

Chapter 2

Objectives

There are 2 sets of objectives for Wolfie. One with respect to Wolfie part of a franchise and the other as a platform RPG.

As far as being a franchise is concerned Wolfie must –

- Be available in all platforms such as PC, mobile, Xbox and PS4.
- It should captivate the interest of the players to the point where they go crazy for more.
- It should establish itself as a gender-neutral and child friendly franchise.

As far as being a platform RPG is concerned Wolfie must –

- Act as an advertisement for all future sequels.
- Create a fan base for the Wolfie franchise
- Not depend on prior player experience & reduce player intimidation factor.
- Be extremely cheap to design & implement.
- Be reusable for future sequels.

Chapter 3

System Design

Code Reusability

One of the primary goals during the development of Wolfie is achieving the maximum abstraction possible so as to make the code reusable for future sequels thereby reducing the cost of the overall manufacturing process.

The Object Oriented approach means that a single algorithm can be used in all levels there-by reducing file size drastically.

AI

Complex enemy AI has been implemented which takes the best, safest path to the wolf and points the gun in the wolf's direction and reloads the gun at the optimum time.



Level Design

All levels of Wolfie takes place in a minimum possible render environment where the number of meshes in memory is set to a minimum and the textures are set to max. quality while taking up least possible memory so that the level is highly graphical. Binary contrast has been used during the level design so that the actors are easily distinguishable but still visually splendid.



Compatibility

Right now, the game can run on Windows & Android and as soon as the project gets approved, it will be available on Xbox. The code written can also work on other console ports like PS4, Nintendo Switch etc.

UI/UX

The UX has been designed with extreme care and short tutorials that by the end of the first level, the user gets a complete understanding of what the game is all about. The UI uses a blended complementary color scheme that's easy on the eye and gives out precise instructions in a few words.



WOLFIE

STORY

RAMPAGE

OPTIONS

QUIT

Kill all bosses within the time limit

Pause

ENTER

Press Enter to Pause

Movement Controls



W to move forward

Use mouse to change direction

Click Caps Lock To Run

Attack



Press the Left Mouse button

Go near the boss to bite him

CONTINUE

Organization

The whole project was created in an organized way where the issue with the highest priority gets solved first. So according to the logic. First Wolfie was created and his movement controls and health setting were created. Next the Boss was created, and the AI for the Boss was coded.

Once the characters were created came the attacking and health losing functionality which was followed by the spawning of Bosses with respect to the current level.

Next came the level implementation where with each level the target number of kills and the number of spawns gets saved and stored permanently in system memory. This led to level design to increase level attractiveness, followed by UI and then UX design and implementation. In the end sound were created for various events in the game and a background music was given for the game.

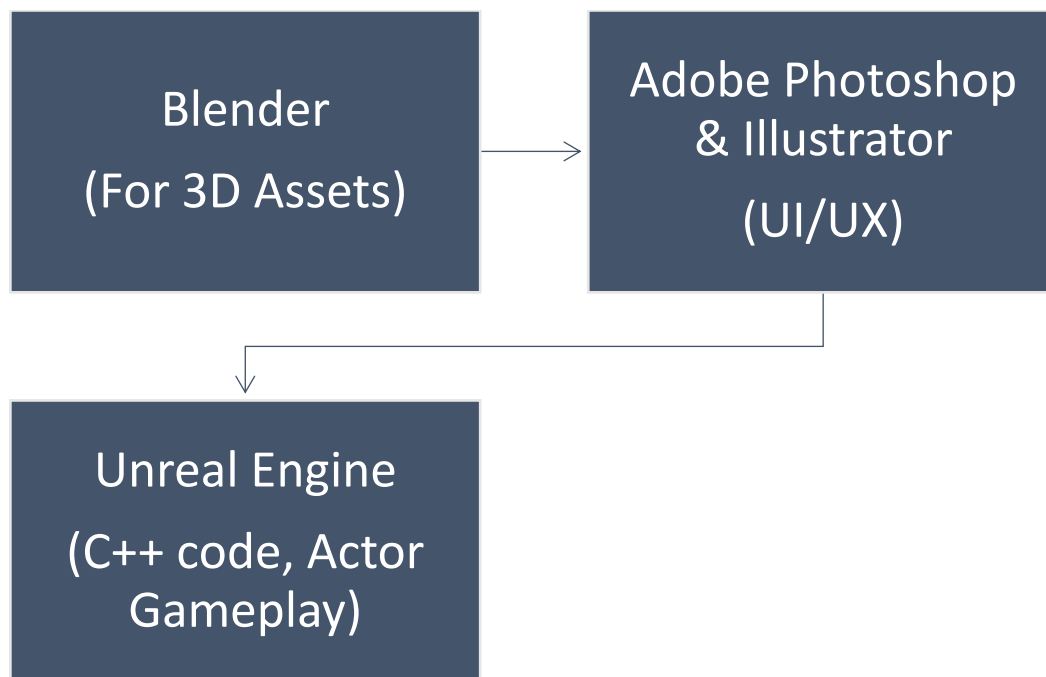
Chapter 4

System Implementation

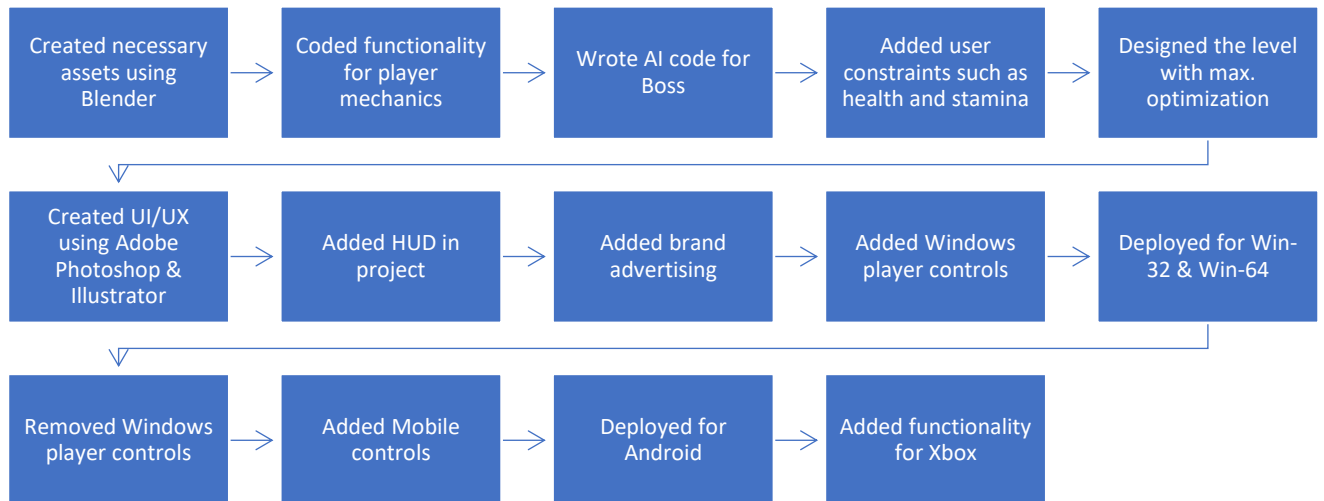
Software Used

Unreal engine was used for most of the game development and the coding was done mostly using C++ and some part using unreal blueprint classes. Some of the assets were made using blender. The UI/UX was made using Adobe Photoshop and Illustrator.

Tech Stack



Development Procedure:



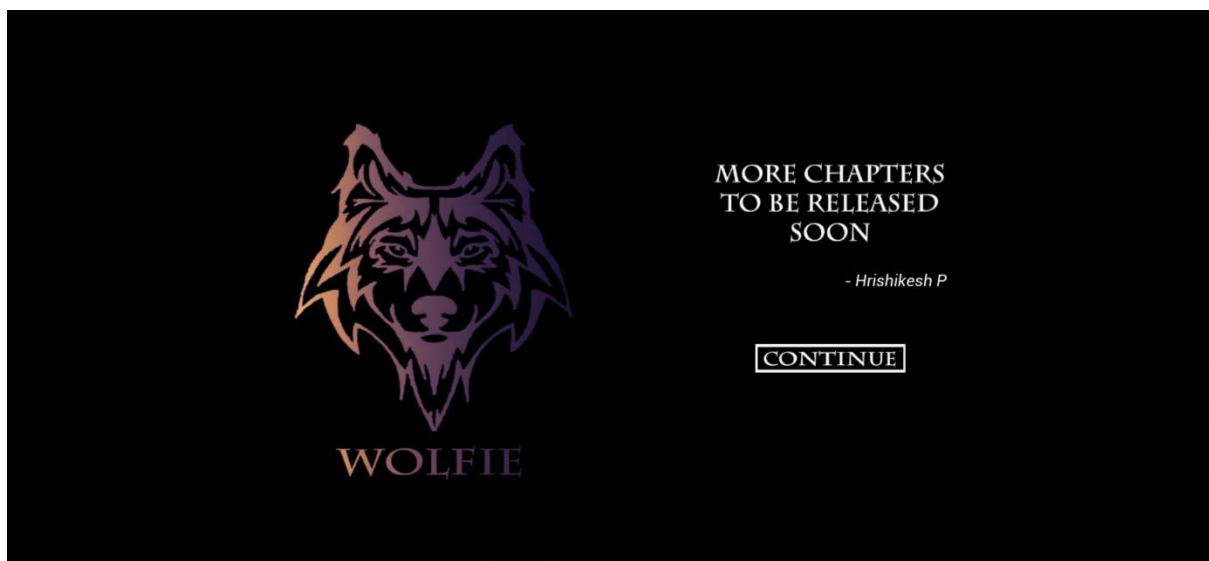
Once Xbox confirms, the project will be deployed to Xbox consoles.

Chapter 5

Applications

Debut of the Wolfie Saga

The most vital role of Wolfie is to launch itself as an Animal RPG saga. The goal is to make users want for more from the franchise thus giving it a “cult-game” status. The main attraction would be the quirkiness of the game. For example, this game debut is actually the tenth chapter of Wolfie’s story which arouses curiosity in one’s mind as to what could possibly happen in the next release.



Off the beaten path

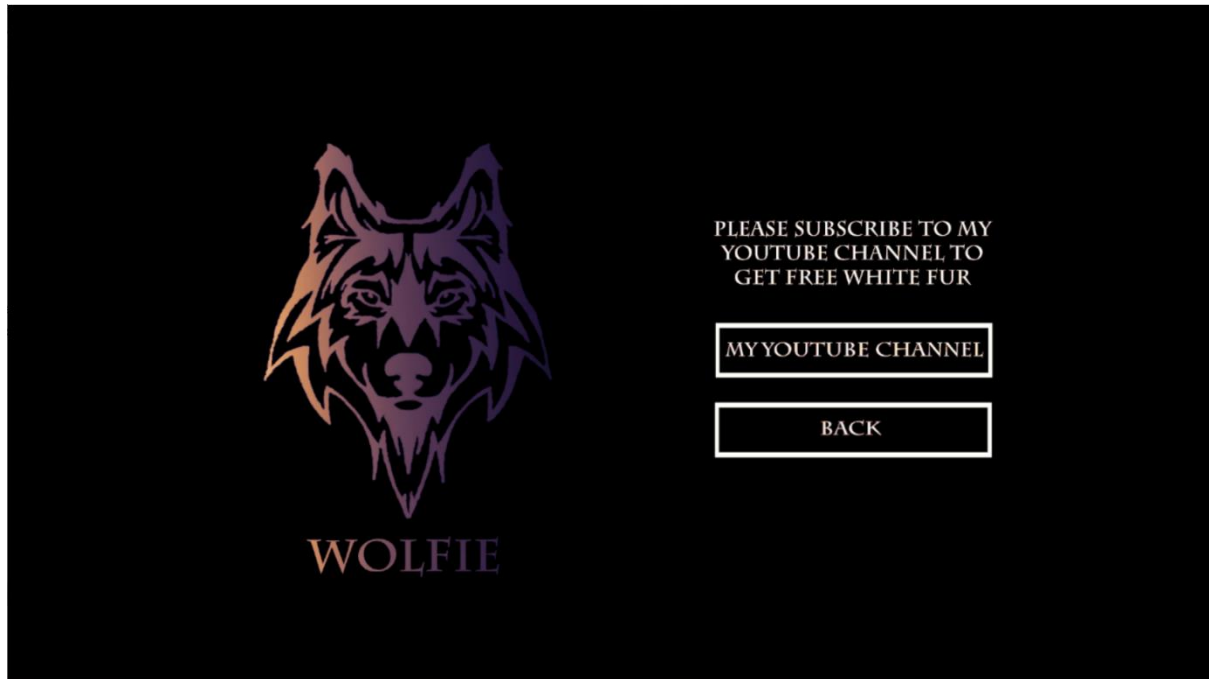
The game is very different from the ones that already exist in the market. It doesn't exploit ads as the prime focus is UX and kid's joy, not profit.

Stress relieving nature

The game relieves one off stress which is somewhat like Fruit Ninja and Flappy bird but a bit more action-packed.

Advertisement for the developer

The game advertises my game company channel so as to attract more followers so as to create an impressive franchise.



Advertising

Ads are used in a way that pleases both the user and the developer. The only time the ads are displayed is when the user loses so by watching the ad the user can rewind to a state just before he got killed.

Chapter 6

Conclusions and future scope

Hopefully Wolfie will be accepted with enthusiasm and will generate enough revenue to spawn more releases in this genre thus making Wolfie a widely enjoyed franchise.

Chapter 7

References

Mastering C++ Game Development – Mickey McDonald

<https://docs.unrealengine.com/>