

National College of Ireland

Project Proposal

Tales of Atheria

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Web application Dev

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1.0 Objectives

For my project I set out to make a roguelite game with a little bit of permanent progression. I want it to be simple to understand so most can play it but somewhat difficult to get good at so the player feels rewarded for doing well.

2.0 Background

The game will outline the basics of itself simply and concisely but it will challenge you on how to well execute these concepts in practice, Like for example fighting will be rather tough at the beginning but a smart player could beat enemies before they are properly equipped to do so. I intend to have an NPC in the town to remind the player about mechanics if they forget anything.

3.0 State of the Art

I've only ever come across one game that does a similar thing to what I vision and that is an Indie game called Moonlighter. That game has you kill enemies for resources like slime etc, I intend to have you avoid enemies in the beginning, which is quite unlike standard Roguelites, Instead mining for resources like Iron, Gold etc but enemies will drop special resources that would be useful in later game.

4.0 Technical Approach

The plan for development is a 3-phase plan. Part 1: Building, For the beginning of this project I want to make a rough idea for how I want the game to look and maybe a small story, With this I also want to develop the Main character (MC) so players might appreciate them.

Part 2: Development, This phase will take the longest (Most likely) Since ill be making everything for the game here, Levels, Characters, Animations, Mechanics etc. I also will need to build a complex system to randomise level layouts since that is the point of a Roguelite, That will by far take the most time out of all the things I need to develop.

Part 3: Bug squashing/testing: Rather self-explanatory, This phase will be mostly testing all the things I've made, I will be writing all these things down and ordering them by how severe the bugs are and therefore the most severe will be fixed first and then continue down the list, I may even have to change certain things within the game depending on certain factors.

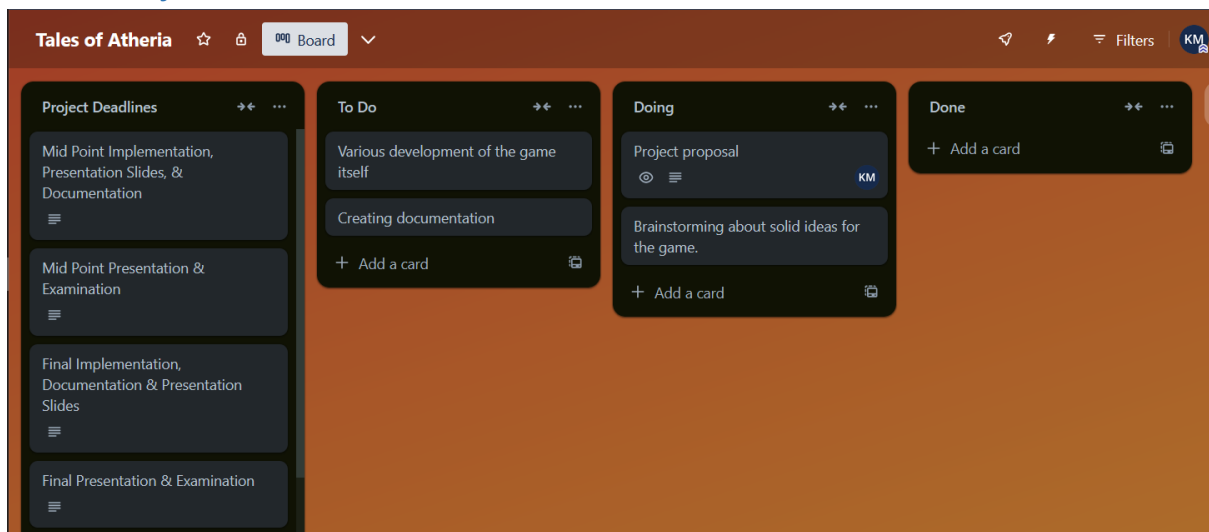
5.0 Technical Details

The software I want to use is called RPGMaker MV, It's more of a visual coding language that primarily uses Javascript for its code language. However It's still just as complex as other software like Unity or Godot but takes it in a more visual route which is better for me to use since I can learn and work better like that.

6.0 Special Resources Required

The only possible resource I might need is my steam deck if I wanted to make it playable on the Steam deck, I do own one but I'm not sure if I will make it playable on the Steam deck however I will add it here just in case I do end up doing that.

7.0 Project Plan



This is a rough idea of the current things I need to do for the project, I talked with my supervisor about where I currently am for the project, they told me to work on my idea as I have a good base but it needs more of a concrete idea so it can be implemented well enough to be compelling for the player, I intend to begin development for the game starting next week.

8.0 Testing

I Intend to be doing unit tests after every chunk of Development has been done, With RPGmaker MV it is a bit easier to do testing like that since it has a feature where you can test specific parts of code by themselves If the work. Along with that I Intend to do Playtesting after each chunk of development has been completed making sure no bugs appear through play.