Karamu Entertainment

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# Executive summary

# Business of the company

## Business summary and history

The company will be a business based around creating new ideas and games for a large genre, RPG (Metacritic). Primarily, the company will be focused on creating expansive and largely replayable games for PC and Consoles such as the Xbox One and PS4. However, the company will initially focus on creating replayable arcade games for mobile android and iOS to gain the funds and to develop a developer reputation in the same genre.

## Current situation of the company

The company will be founded and registered in 2018/2019 releasing the first arcade RPG game to the android store. The business is run by one person however as the company gains profits off the first launch, recruitment for more employees will begin to create more and more advanced games for mobile (Android and iOS) until the company is of sufficient size and funds to start working on the much bigger projects discussed previously. The reason that this company has chosen to release on mobile is because it is currently one of the most popular video game platforms with 51% of the Games market (newzoo, 2018), this allows for the possible amount of players to be much higher that if it were to be released on other platforms like Console taking 25% of the market.

## Goals and Objectives

The main goal of the company is to create high quality RPG games that have features and ideas never seen before, rivalling companies like Bethesda and Rockstar’s RPG games in the attempt to spark a bigger environment of creativity in the industry. However, to achieve a goal like this, the company’s initial objective will be largely on creating an outstanding reputation by releasing high quality games instead of high quantity of games, to the very popular mobile platform.

# Product description

For the initial release of the company, an old-school, arcade RPG game will be released to the Google play store. This games’ main feature will be level generation as this will greatly add to replayability. To populate these varying levels, a multitude of many different looking and acting, randomly selected, enemies will act as an obstacle to the player, taking examples from tabletop RPG Dungeons and Dragons (Wizards of the Coast). The levels will also be populated with randomly decorated rooms with the possibility of having chest that randomly give the player generated weapons inspired by games like Borderlands (2K Games, 2015) but stylized in a fantasy way (Swords, staffs). All these previous features will allow the player to have very different experience with each play. Players will be encouraged to defeat as many floors and enemies as they can as their scores will be posted to a leaderboard to challenge their friends. Future plans also include allowing players to play co-operatively and challenge other “Duos” or “Trios” on their respective leaderboards allowing for users to create teams with their friends or in dedicated cases, finding team mates that allow for a better team. In the event of this product becoming popular, this will have a great boost for the companies’ name as players are encouraged to discuss and talk about the game and spread it to others.

This game is an action-based arcade RPG game, looking at those genres on the Google play store shows some very positive features for a game like this. Detailed by (Medium, 2016), Arcade and Action games are the top two most downloaded game genres with a total of around 1.2 million downloads. This means that this game is already very likely to be picked up by a large audience, RPG is not so common comparatively with around 154,000 downloads. However, RPG is one of the largest genres for monthly revenue with Arcade and Action not far below it, it is also the highest by far genre for daily revenue at $0.66 average spent per user. Looking at all this data optimistically (Detailing the game as an Action-based, arcade RPG), this game could have an audience of 1.4 million possible downloads and monthly revenue of 347 million US dollars (Not including the $0.66 per user stat). And to finalize this, as the games revenue will be from advertisements mainly, it’s important that players play your game. Looking at average time spent playing games in genres, arcade games usually hold players for 73 minutes per month, that’s third place out of all the genres.

# Market

## Target market profile

The target market for this game will be largely players that enjoy the RPG genre, however this game will also be simple enough for any player, within age restrictions, to pick up and understand. The arcade element will allow for players to play this game casually however the detailed item and enemy systems will also allow for players to dedicate more time to learning certain enemies and which weapons/items work best for them.

## Rules of purchase

This initial release will be a free to play title downloadable on the Google play store as the game will be able to pick up a much larger audience initially. The company will gain its profits from in game advertisements and In-app purchases giving the players the possibility to continue their game upon being defeated. It is important that these advertisements do not affect the players game experience, so they must be place appropriately. For example, it would be unwise to keep banner ads throughout the game as this would ruin the RPG element of the game and pull people from wanting to play more. Advertisements in loading screens would be a much better approach as the player would have to wait anyway so the advertisement is just part of loading and not connected to the game.

## Distribution

The game will be released on the Google play store and possibly the iOS app store if the game is successful upon launch.

# Competition

## Direct competitors

There are few games that directly compete with this first release. However, a game name Delver is similar in ideas and at a first look. This company could have an advantage however as this first release is planned to be free to play, Delver is not a free to play game and costs currently £1.89 GBP and according to a blog post created by Nader (Apps-Builder), the likeliness of people downloading free apps is much higher. Delver also targets a niche; however, this company plans to bring this genre to a larger audience.

A more major competitor however is newly announced Bethesda’s Elder Scrolls: Blades. This game does a lot of what this companies major goal release would have been, and this initial mobile release was a smaller version of that game for mobile. The issue is that Bethesda is a much larger company and will be able to create a much higher quality of game than possible by this company. As much as this is a negative for this companies’ initial release, this game can still offer other things that Elder Scrolls Blades have not like Borderlands styled weapon creation. This company also plans to release update often to add more content to the game like more advanced level generation by shifting each levels goal. For example, “Find the exit” in a single floored dungeon however the next floor could be a cave where the player is tasked with killing a boss monster to continue.

## Indirect competitors

There are many other apps on the app store however there aren’t many other currently on the store that seem to be striving for similar goals to this companies.

## Pricing

As mentioned previously, this game will be free to play on the Google play app store, this has been done as this allows for the game to have better chances at being downloaded and played by players. The profits will come from the In-app purchases and the adverts, this has been decided as the best idea for the company as this game is to be very replayable and if that’s the case, more profits could be made than just selling the game at a fixed price and lifting the player count to allow for more revenue as mentioned previously.

# Marketing strategy brief

## Positioning

This companies’ initial releases’ unique selling point of being a product that’s free and fills a niche without many other games around like it. The only app on the store, at current time of writing and to this companies’ information, is the app Delver. As mentioned previously, this product has the advantage of being free to allow for a lot downloads over a paid app. This product will also be able to fulfil the main features and do more over the direct competitor Delver too.

## Sales strategy and tactics

As the app is free to download, the main challenge of this company is to extend its reach into the public. This can be achieved by advertising the product on a multitude of platforms. If this can be done, the app is likely to be downloaded my all different kinds of people curious, not showing off all of the content the game has to offer may be a big help into raising the curiosity of players.

## Web presence

This game will have a small webpage to allow the company to directly talk with the players about the game and how things can be improved. There will also be a forum set up so players can share their experiences with each other.

This website can then also be used to advertise new releases that this company publish to allow for current players to also try out the other game boosting its popularity and player base.

## Social media

This initial release will have its own accounts on popular social media platforms such as Facebook, Twitter and YouTube. The purpose of these accounts is to further release updates and information to players, also allowing for players to give feedback and spark discussion about this companies games, and as said before could also be a platform to give new products a boost on launch.

## List of keywords / slogans that describe the game

RPG, Rogue-like, Procedurally generated, Arcade, Fantasy

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# Appendix

# Week 1

## What I did

This is the first post of my development log, and up until this point all that is a three models!

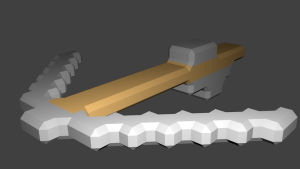
I'm not a great 3D artist so I think it goes without saying that my models aren't going to be complex! Luckily, "simple" is the look I want to go for, as these next few assets may not be the final versions, they're on the right track!

### Sword

[](http://ct.glos.ac.uk/students/wp-content/uploads/sites/4/2018/12/SwordRender.png)

This first one didn't take very long at all to make and I'm personally quite happy with it, the idea is that this and many other variants will be collectable as weapons to the player as the progress through the game, may it be found in a chest or dropped by an enemy, and will have CG stats and effects!

### Crossbow

[](http://ct.glos.ac.uk/students/wp-content/uploads/sites/4/2018/12/CrossbowRender.png)

This crossbow also didn't take long to make! The same idea applies here to, it'll be found by the player after dropping or spawning. Ranged weapons will also in the game so the player will have to better equip themselves in certain scenarios.

### Shield

[](http://ct.glos.ac.uk/students/wp-content/uploads/sites/4/2018/12/ShieldRender.png)

And the last of the models I've made is this shield. Along with melee and ranged weapons, the player will have to equip themselves with armours in order to protect themselves from enemies, may that be chain mail or an equip-able shield.

## What's Next

For next week, I hope to start my Unity project and bring a main menu together and figure out how to use touch controls!

# Week 2

## What I did

In the last week, I've now created a prototype menu! It's fully functional and looks okay for, what is basically, programmer art!

[](http://ct.glos.ac.uk/students/wp-content/uploads/sites/4/2018/12/First.png)

For the more "techy" side of things, i'm using the CrossPlatformInputManager by Unity in their Standard Assets to give each button a name, and then in a script attached, I poll the state of these buttons and if they're down, i'll do the appropriate action (e.g. "Play" will start the game!)

## What's Next

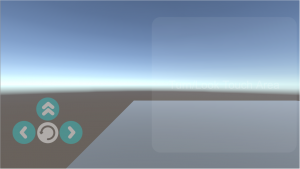
Next week, i'd like to have a start at creating a player of which can move in a grid like form receiving touch controls!

# Week 3

## What I did

### Player controls

So, as mentioned last week, I wanted to complete a control and movement system for a player. And I've done so, just there will probably be more changes to the UI and how the player does things in the future!

[](http://ct.glos.ac.uk/students/wp-content/uploads/sites/4/2018/12/FirstControls.png)

So this is what it looks like currently. Those 4 buttons represent actions the player can perform, from left to right: Turn left, Move forwards, Turn around and Turn right. The area on the right is planned to be a free look controller, where the player is able to look with more detail into the scene.

The way the player moves at the moment, which will also probably be changed in the future, is by finding a point "GridCellSize" in front of them and doing a raycast, if the ray hits nothing, the player can move forwards! And moving is just a simple lerp from current position to destination. Rotation works similarly, lerping rotations with destination rotation.

## What's Next

Next week I plan to make a start at the one of the cores of my game, the dungeon generation!

# Week 4

## What did I do

### Dungeon generation

So, this week I've been working hard on creating my dungeon generation!

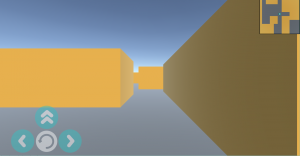
Well, more so looking at how exactly I want to generate my dungeons. I started by looking at games that generate random levels but I couldn't find much inspiration other than a game called "Angband" which is like an ascii rouge-like! Looking more into it, I eventually stumbled upon an amazing post by Bob Nystrom called [Rooms and Mazes: A Procedural Dungeon Generator](http://journal.stuffwithstuff.com/2014/12/21/rooms-and-mazes/). This is perfect for what I wanted to do! I've only just started writing it into my game and I haven't made loads of progress this far and that could be due to that i'm quite new to procedural generation!

# Week 5

## What did I do

### Minimap

So after receiving a little bit of feed back on my husk of a game, navigation was difficult to the people that played it! So, I decided to add a minimap to the top right so that the player can orientate themselves better.

[](http://ct.glos.ac.uk/students/wp-content/uploads/sites/4/2018/12/MinimapFirst.png)

It looks a bit like this!

### Bug fixing

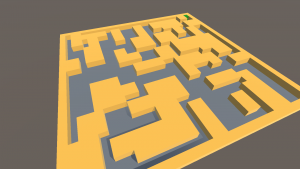
Along with the addition of the minimap I cleaned up some bugs that I had. The first was that the player would slowly but surely come off grid! This is due to my lerp being cut short after the player has "arrived" when in fact this is because of a floating point "issue" basically arrival is decided not on when x = x but when x is close to x. So to fix this, I simply round their position to an integer and apply this after arrival.

Another issue I had was one I expected, that the player could walk through walls! I simply "patched" this for now by testing if the gameobjects name started with "Wall" with a raycast when the player tries to move.

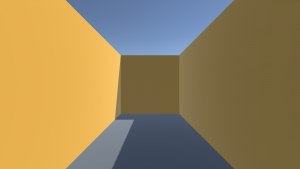
And the last thing I did was allow levels to be generated with seeds! Meaning that if you generate a level with the seed "Dungeoneer" you can get the exact level back later with the see "Dungeoneer"!

## What's Next

So, next week I hope to get back on track with writing my dungeon generation as it has been harder than I thought to learn and implement!

[](http://ct.glos.ac.uk/students/wp-content/uploads/sites/4/2018/12/MapGenFirst.png)

So this is what it kind of looks like right now! I'm basically placing a bunch of "Rooms" on a grid representing the map. In this screenshot, I've inverted placement so the "Rooms" are the blocks placed in the centre. The little green block at the end is.. the end!

[](http://ct.glos.ac.uk/students/wp-content/uploads/sites/4/2018/12/Halls.png)

The obvious issue that i'm facing at this point considering it isn't complete is the fact the player can often be trapped like this! However that's less of an unintended bug over a known issue considering it isn't complete!

## What's Next

So for next week I hope to have completed more on my dungeon generation, however I may also shift some focus to other aspects of the game!

# Week 6

## What did I do

So, this week has been pretty hard, I've not got much work so show as I've been vigorously testing, writing and rewriting code as I've really come to block!

The issue I'm currently encountering is how I represent my level in data. I'm placing "Rooms" and i'm now deciding if a "Room Wall" is a connector, basically a wall that could be knocked down to open two rooms together. The problem is I store "Rooms" as their own data type and these rooms have their own "Connectors" and room spaces in the idea I could iterate over all the rooms after maze generating to say "Open 1 or 2 connectors". And this issue lies with if two rooms are a cell apart, they'll share a connector so they'll both have reference to it, also if this was aided, rooms could still open into each other and be separated from the level in rare cases.

I'm still stuck on this right now so I can't really offer how I overcame it, hopefully that'll be next week!

In other news(?), I've added a sound effect of fire that I found online to my menu! I've also now made the "Campfire" flicker! (Purely out of wanting something I write to work!)

## What's Next

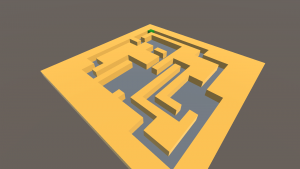
Well, hopefully I can come back with a beautiful level generator and talk all about how I missed this one little thing! If not I've also got to work on the UI a bit more!

# Week 7

## What did I do

### Dungeon generation

So this week I managed to make my dungeon generation good! (Kind of)

[](http://ct.glos.ac.uk/students/wp-content/uploads/sites/4/2018/12/MapGenSecond.png)

So as you can see above, the rooms are placed (the more open areas) and they are connected with a perfect maze algorithm called "Growing Tree".

So what is a perfect maze? It's basically a maze of which no matter where you start, you can reach any other part of it. So you can understand that this is quite important as the level I generate should be detailed and completable. But just "winding corridors" aren't really detail, so that's why the room's are there, they break up the maze in a dungeon with weird corridors and rooms. It's also planned to "Decorate" these rooms, with things like Chests, tables or enemies.

More on how I fixed this issue, I basically removed the connectors from the rooms data and I figure out what's a connector after placing the rooms and "Growing" the maze, and then I break some. This is more of a patch fix than a final fix as the dungeons aren't quite what I want to be in the final version of the game, however it's good enough now for a prototype!

## What's Next

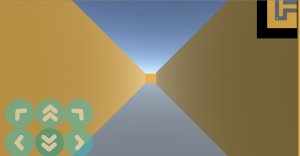
So, for next week, I should have completed some changes recommended by cohorts about UI and fixed a few, now known, bugs

# Week 8

## What did I do

### Controls

So, it hasn't quite been a week but I've realised I need to pick up the pace if I want to complete on time. These last few days I've been working on making the controls more intuitive and I took inspiration from a great game I played called "Legend of Grimrock". I've now got this six buttoned control system and going from bottom left to top right: Move left, turn left, move back, move forwards, move right and turn right.

[](http://ct.glos.ac.uk/students/wp-content/uploads/sites/4/2018/12/SecondControls.png)

After getting some feedback from friends, this system has been chosen to stay as it allows the player much more control.

This wasn't a hard task to complete however it's quite a big change to the game, makes it feel much more playable!

### Minimap

So, it's only a small change but now the player can enlargen the minimap to full screen by holding on the minimap in the corner!

Simply works by toggling the main camera off and the disabled minimap camera above on!

## What's Next

So next week I hope to get started on the enemies and the AI that moves them!

# Week 9

## What did I do

### Bug fixing

In the last few days I have continued to tweak, change and bug fix before I get on to what I said I was going to in my last post as it's quite a big task!

So first of all I fixed a real annoying bug that I've had for a while because of some lazy code I wrote ages ago, and that's that the player can sometimes wall through walls but not all! I fixed this by re-evaluating my code with how I stop the player moving through walls and found that I was testing the gameobjects name starts with "Wall"! I've simply changed this to test a tag "Wall" now, the problem was because some of my levels walls are called things like "Room Connector" and of course, that doesn't begin with "Wall".

Another thing that I've fixed is that the player would continue to move after completing a level if you were holding the button or not. This is to do with how I regenerate levels, when the player presses the button, the input manager is setting the state of the button to "Down" and because my end goal basically reloads the level with a new seed, the UI is reset and doesn't alert the manager when the button is depressed. I simply fixed this by resetting the state of all the buttons when a new level has loaded.

### Character modelling

I've started making a little character to represent my enemies, in future versions I hope to have much more varied models or maybe even procedural models!

[](http://ct.glos.ac.uk/students/wp-content/uploads/sites/4/2018/12/KnightRender.png)

This is a little knight I made that will be the only opponent in the prototype!

## What's Next

Next week I hope to have completed my other model for an enemy and also figure out a system for my character in the game!

# Week 10

## What did I do

### Character modelling

[](http://ct.glos.ac.uk/students/wp-content/uploads/sites/4/2018/12/MageRender.png)

So, the day after my previous post I had finished this guy, he's meant to be an Ice mage! I think he looks okay!

This enemy is one of the first ranged enemies I want in my game, he will position himself and fire powerful ice spells at you so fighting him so be a bit different to whacking each other until one guy wins!

### Code cleaning

Probably not as fun as funny looking characters, I've built myself a simple "Character" system in which the player and enemies will derive from, this allows me to not duplicate code that both the player and enemy can have like "Move" and it also allows a bit of flexibility when it comes to adding more and more types of characters and different variants as calling a function like "Die" is known by all that inherit and they don't have to test things like "If Knight OR Mage OR Archer" etc and find their own functions! I looked at into using interfaces too for damaging as I may add destructible objects down the line, basically meaning that taking damage in universal to all things that I want to take damage!

I've also spend around 2 hours commenting! So it should be pretty clean (hopefully) when it comes to handing in my prototype!

## What's Next

So next week I will be starting on the AI of the enemies! I've put it off for long enough now

# Week 11

## What did I do

### AI Overhaul

So, I've been pretty busy with the AI! It's come a long way since the last post! To first describe it, I am using a "polymorphic" behaviour tree.

So first of all, behaviour trees are a combination of different AI techniques that basically allow an agent to rationalise the data it has access to e.g "I see player, I have gun, it's loaded with ammo, shoot" one of it's biggest advantages is that they are easy to understand and can even be used visually. Now a polymorphic behaviour tree? Well I couldn't find any resources on it when I was trying to make it but I'm sure it's been done before. Basically, it allows me to have all of this behaviour that all enemies would have without writing it all again! For example, you may want all your enemies to flee or take cover when they are low on health, so you can write this behaviour earlier in a base behaviour tree and derive from it to extend it. This allows for you to go back if you decide, actually, I want all enemies to run at the player with grenades pulled, with only having to change a few things! As much as I don't think this prototype will be able to take full advantage of this, it'll will help a lot when I develop on this in the future.

So to talk about how I used it in my game, I have a base enemy tree that has all the like "Can I see player" stuff in it and I derive from that a "Melee Enemy tree" as melee enemies will attack differently to a ranged enemy e.g. run up and hit them not find a position and shoot. That's as simple as it is! This allows for me to, in the future, and much more complex behaviours to unique enemies with a lot less time and effort.

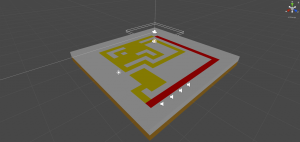
### Optimisation

This week I did a lot, to start with, I changed how I test movement with my characters again! Initially I tested a raycast for the gameobjects name, then I changed it to the system where I test gameobject tags. Now i'm testing by referring to the grid that represents the level in squares and testing if its free or not!

So the way I create the level is with a 2D array of "Cells" and without going too in depth, it allows me to build the level with that information and then edit it. At the end of laying out the information, I parse the whole array and using a switch statement, I place the appropriate block. I now save this data to the game manager and when a character queries a space, I can just refer to the array and return if that space is free or not. This is a much faster way and helps a lot considering AI used to raycast all 4 directions and figure out what one they wanna take, now they only parse an array!

### A\* Pathfinding

So, carrying on from how using a grid of basically Boolean values is a massive optimisation, I've also created my AI pathfinding using the same data using the same grid array I do for testing if cells are free! At current time, all levels are 23 x 23 in size so my pathfinding algorithm will only have to parse a maximum of 439 cells! I should also mention, implementing A\* into my game was largely aided by [Daniel McCluskeys' A\* tutorial](https://youtu.be/AKKpPmxx07w).

[](http://ct.glos.ac.uk/students/wp-content/uploads/sites/4/2018/12/AStarMove.png)

## What's Next

Next update I hope to have improved the AI to attack the player on sight and pursue them when they lose sight.

# Week 12

## What did I do

### Combat system

So the last couple of days, I've created a few things. First of all, the "combat system" more so, the characters can now deal damage to each other and have their own overridden functions in certain cases. For example, the player dying means bring up UI etc not destroy the gameobject and add a kill for the player! This is only a small implementation of what I plan do, small but necessary! What I mean is that I plan to use this to vary enemies, for example, on death, I could have a necromancers summons die too. This is talking more about my "Character" system mentioned a while ago!

### Modelling

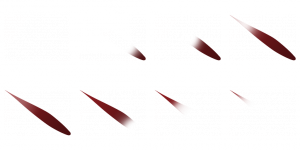
So up until now, I've had a large green cube to represent my end of each level! I've now replaced it with this model I made to just add a bit more context to users!

[](http://ct.glos.ac.uk/students/wp-content/uploads/sites/4/2018/12/LadderRender.png)

### Magic attacks

I've also added a new attack for the player to use, it's a magical attack (basically a ranged attack to allow for more options in a prototype for the player!). It lights up the corridors as it passes through them, as this attack has an advantage as you can hide from the enemy as it damages them, I've added a longer cool down to it! Talking more on that, I've not been able to properly balance combat yet as the AI isn't finished and probably won't be for the prototype at least, so it's kind of a draw back my game has that I can't really help for now!

### Animation

[](http://ct.glos.ac.uk/students/wp-content/uploads/sites/4/2018/12/BaseS.png)

I've added this very basic sprite sheet that I use as an animation for when the player receives damage just so that the player is aware! I did not create this asset without help however! My cohort, Alex Bloor, a 2nd year designer helped me create this! It works perfectly for what I need and I may even keep it for the final release!

## What's Next

So next week, (who am I kidding, tomorrow! The deadlines are so close I have to post earlier!) I plan on implementing Unity Advertising and trying to get my app on the Google Play store!

# Week 13

## What did I do

### Unity advertisements

I've done a lot! I've fully implemented my ADs into my game! Every 3 floors the player completes, they are faced with a skip-able advert offered by unity and also when they finish their game e.g. Die and quit to menu.

### In app purchases

When the player dies, they are faced with UI that allows them to revive themselves if they have "Revive potions" and if they don't (yet collectable in-game) they can buy some for 99p

### Store listing!

My App is now listed on the store! Dungeoneer can now be found at [this link](https://play.google.com/store/apps/details?id=com.callumpertoldi.Dungeoneer)!

### SFX

I've added some sound effects I created using a free tool called [bfxr](https://www.bfxr.net/)! The sound effects I've added are as follows: Player melee attack, enemy die, spell launch, spell smash, heal and player take damage

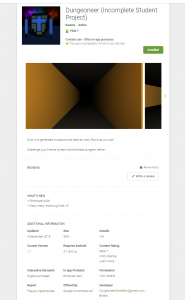
### Vigorous testing

After I had released my App to the app store, I had a very big issue, my google play services weren't working! After hours and hours of googling and debugging my phone with [logcat](https://developer.android.com/studio/command-line/logcat), I found that the issue was with my app signing hash! Basically the way google app signing works is that they strip the signing of your app and resign it with their own so that your app cannot be used with all the services etc if it wasn't downloaded from the app store, which is a great feature as it stops cheaters etc! The issue was that my google services were only accepting the signed client that I build locally and tested, so basically if I installed the APK from my computer, the services would work and if I downloaded from the store, they would not. I fixed this by simply linking the correct SHA-1 key to my service! Simple fix took hours to find!

After I had fixed the issue I managed to get 11 friends I know to test the game and the services work great on all devices! I also found a bug that I know how to fix, and I certainly plan to, where when an ad tries to play, the screen will stay black. The issue is that there isn't an advertisement ready to show or that the player doesn't have a good internet connection and will have to wait until they do! I'll fix this by just adding a timer to how long the game waits for an advert to be available!

### Google play services

Players can now sign into google play and their scores will be posted to leader-boards accessible now on the main menu! The leader-boards button replaced the "Quit" button after Jamie Stewart suggested not having one, because app users will use the home button to quit.

[](http://ct.glos.ac.uk/students/wp-content/uploads/sites/4/2018/12/DungeoneerAppStore.png)

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### What's Next

Well, I don't really have time for many major improvements now so it's on to finishing the write up!

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# Week 14

## What didn't I do!

First and foremost, these postings haven't been very "weekly" as of recent! So "Week 14" doesn't mean much!

But what didn't I do? I didn't explain the concept of the game!

### "Story"

Okay so the "story" of the game is that the player is a bandit and looting the dungeon you play in. Their goal is to go as deep as they can and make themselves stronger! (Simple but does the job for a prototype!)

### Goal

In the game Dungeoneer (Final release), the player will be able to collect equipment and learn spells that they can use to progress further into the dungeon, along the way, the player will encounter many different enemies and challenges! The players goal is to venture as deep as they can without dying! These sessions will span over a longer than usual time and the player will be able to "save" and return to their adventures later!

### Challenges

The challenges will be special levels where the main goal isn't just "find the exit" and will offer the player a different challenge. For example, a level where the player has to solve a puzzle "Legend of Grimrock"-esque, like finding a key to unlock a door or maybe beating a boss!

### Enemies

The enemies in this game will be varied, using a lot of inspiration from the DnD 5th Edition Monster manual, enemies will be added in certain scenarios where're they're fitted. For example, rooms are planned to be decorated with furniture and sometimes chests, a "[Mimic](https://en.wikipedia.org/wiki/Mimic_%28Dungeons_%26_Dragons%29)" could take the place of a chest in rare occasion to keep the player on their toes! And if the player gets real deep, maybe start bringing out the tougher monsters like "[Beholder](https://en.wikipedia.org/wiki/Beholder_%28Dungeons_%26_Dragons%29)"!

### Additional notes

[](http://ct.glos.ac.uk/students/wp-content/uploads/sites/4/2018/12/Final.png)

I plan on further developing this game so any constructive feedback is very much welcomed!