**Web Game Development – Ideas**

Game Features

* RPG Style genre
* Top down view (May advance to isometric)
* Objective style storyline game
* Turn based
* Grid based
* 8 bit (could be upgraded to 16bit)
* Pre-generated AI enemies
* Responsive game window
* Option for full screen
* Simple traditional controls (No functionality of diagonal)
* ‘Smart AI radius NPC detection’
* Difficulty of enemies would be associated with colour
* Sound system/mute
* Different music/sound effects – ***beepbox***
* You have a set amount of health, your health resets after a battle, if you die you can restart or load a save file
* Primary platform would be Google Chrome browser

Worth a read and playthrough if you can. Try and analyse/document what you notice about the game - https://gamedevacademy.org/game-conceptualization-guide/

Game summary - rules

Constitutive – fundamental formal rules of the game which do not specify how players will enact the rules or the presentational aspects of the game.

Operational – followed by players when playing the game, specific to the implementation of the game and often noted in the rule book.

Implicit – Unwritten rules often related to etiquette for example taking longer than 2 minutes per turn is unacceptable

Game storyboard

Character will start in the castle playing as an adventurer who has just started out with the intent of beating all the monsters and beating the evil king.

A simple summary of the game would go as such:

Players starts in centre of the map at the castle and looks around the world.

Player encounters a monster which dependant on its colour and model will be varying degree of difficulty some of which the player cannot defeat from the beginning.

IF COLOUR RED & ARMOUR STAT < 10 DAMAGE 10

IF COLOUR RED & ARMOUR STAT > 10 DAMAGE 5

IF ENEMY CRIT = TRUE DAMAGE\*1.5

IF PLAYER CRIT = TRUE DAMAGE = WEAPON\*1.5

One of two scenarios will occur {

1, The player is strong enough to defeat the enemy meaning it has been killed and the player receives gold.

2, The player is too weak and is knocked out/dies returning to the castle.

}

If the player has gold they can buy equipment from the blacksmith, swords increase the hit value of your character while armour increases the hit points which are required to beat the harder enemies.

This will repeat until your character has good enough equipment you can face the final gauntlet in which you face the final boss’s guards and the boss itself which acts as a type of ‘elite four’ in which failing causes you to have to redo the entire thing.

Once you have defeated the final boss you will be shown the win screen basically congratulating you on your mission and telling you a score you have earned via either the enemies you have defeated or the total gold you have on your character at the win screen.

Requirements of the Game

AI – In terms of AI we will have our character interact with neutral NPCS in order to receive quests, sell/buy items and talk to. With monsters/enemies they would be moving around the map already and you would engage in turn based battle when you collide with them.

After learning about different states that can be set in a game I thought of making the game a Zelda esc top down adventure game in which you can go through certain places after picking up powerups which affect your character’s state from giving your player a sword to allowing them to walk through fire with the use of a piece of clothing this would allow us to section of parts of the game and show understanding of inherit games design.

Physics – There will be different environments which will affect the character’s progression throughout the game. For example, built brick paths will increase the character’s movement speed. Swamps would slow down the character and make you more prone to attacks from enemies.

Collision detection – Collision upon enemies will start a turn based fighting system. Character will stop its movement when it collides with objects such as boulders, trees, walls, sea, etc.

**Research – 06/02 – 13/02**

* Interaction with shopkeeper NPC; Zelda, different screen state
* Fire emblem – turn based combat judging position and location
* Grid based canvas
* Full screen/different resolution capability -https://phaser.io/docs/2.3.0/Phaser.ScaleManager.html
* Volume settings - <https://phaser.io/docs/2.3.0/Phaser.Sound.html>
* How to do turn based in Phaser –

1. <https://gamedevacademy.org/phaser-rpg-tutorial/>
2. https://gamedevacademy.org/how-to-make-a-turn-based-rpg-game-in-phaser-part-2/
3. <https://gamedevacademy.org/phaser-rpg-tutorial-3/>

* How to do a save file in Phaser - <http://www.html5gamedevs.com/topic/3456-save-game-data-locally/>
* AI functionality - <https://gamedevacademy.org/how-to-use-pathfinding-in-phaser/>

<https://gamedevacademy.org/construct2-rpg-series-1-basic-setup/>