**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

Game Rules

* Use of Arrow keys for character movement and menu navigation

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

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
* 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/>