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Divine Craft: Post-Mortem

For my final project I set out to make a turn-based roguelike RPG titled Divine Craft. The game follows a knight on his journey to escape prison, find love, and be free. I believe I captured the tone and atmosphere I was going for well. There are 3 different levels each with their own types of enemies. Between each level there is a village where the player can heal before starting the next level.

Based on my plan, I was able to accomplish most of what I set out to do. I made a fully working turn-based combat system, and unique enemies that appear randomly each playthrough. Enemies drop materials the player can pick up and add to their inventory. The drops can even be thrown to deal damage at enemies.

The enemies and combat system was a piece of cake but the area I had the most trouble in was the inventory system. I did some research online to see ways of doing an inventory and the solution I went with was scriptable objects. Scriptable objects are great for storing static information and would be great for the crafting mechanic I was planning on adding.

Once I got the inventory working in a single scene I had trouble getting the data to save and load to another scene. Scriptable objects are great for storing static information, like I said, but not when it comes to objects that change like the durability of a sword. I unfortunately had to leave the inventory as it was— a mess— and reworked the game around not having an inventory that carries over scene to scene. I just had other things I needed to work on. The one inventory feature I was able to get working was throwing items.

When it came to the village, most of the mechanics relied on the inventory system. The only feature I was able to successfully implement was healing. Crafting, trading, and repairing would have been impossible to do without an inventory.

This project ended up being more ambitious than I thought. The idea for this game is something I have been thinking about for a while, way before this class. I wanted to see if I could tackle it in a real game engine like unity.

As my skills improve, I plan to continue working on Divine Craft beyond this class. In the future, I will revisit the inventory system and try some other approaches. The core gameplay is there— it is just missing the aspects that make it unique from other games in the genre such as the crafting and weapon mechanics I had planned at the start.