



## Team Info

### Team Members:

- Douglas Sandford - Developer
- Kaden Allen - Developer/QA Engineer
- Joseph Liefeld - Designer / Developer
- Jonathan Hotchkiss - Developer, Tester
- Graham Glazner - QA Engineer, Designer
- Wyatt Fujikawa - Role
- Owen Wickman - Developer/QA Engineer

### Github

<https://github.com/LitchDoctor/winter2025-group2-rpg.git>

### Trello

<https://trello.com/invite/b/6781aa06f4132bde26a088ae/ATTI281728df6d053a134dd1f0f5fcf09ab6E74188A9/pt-2-group-2>

# Communication

Discord and Texting Group chat

## Rules

- Check Discord regularly
- Respond within 8 hours if pinged on discord
- Text Group chat for high priority messages

# Project Description

## Protect Humanity RPG

### Abstract

Our project is a role-playing game where the player plays a robot who travels through a dangerous, apocalyptic world where humans have mutated into horrific creatures, and your job is to escort the last living human to safety. The map includes enemy encounters that enter the player into a turn-based battle. For each turn, the player must choose an action to keep the human alive. The human will also act, though they may not always be helpful.

### Goal

We are trying to provide the large video gaming community with a novel and entertaining game.

### Current Practice

Today's RPGs are typically developed with game engines such as Unity or Unreal Engine. These games often feature vast open worlds and real-time combat. Many RPGs also integrate online multiplayer and dungeon raids with a group of players.

### Novelty

Unlike previously made RPG's, our game will have the player be protecting another entity, which differs from other games where the focus is just on the players survival.

## Effects

In our day and age, the video gaming industry is at an all-time high demonstrating how highly our society values entertainment. The game we propose will inject itself into the said industry and provide the community with a new and valuable source of entertainment.

## Technical Approach

We will use the Unity game engine with C# to create the game. The sprite assets will be created using pixel art using the online sprite editor Piskel.

## Risks

Our team has limited experience with Unity, and when it comes to RPG's it is easy to overestimate what can be realistically completed in the timeframe. We will combat these risks by focusing on learning Unity early on as well as building the most integral features.

## Features

### Major

- Top Down Exploration
- Aesthetic Visuals
- Satisfying Encounter-Based Combat System
- Exciting Player Progression
- Quest Oriented Progression
- Item System

### Stretch Goals

- Save/Load Game
- Items & Inventory
- Multiplayer
- Story

### Core Elements

- Combat
  - Player Decision Menu
  - Enemy/Human Decision making(RNG, Decision tree, whatever we decide)
  - Battle Graphics
  - Descriptive Text (e.g. "*The enemy uses laser attack!*", "*The human trips on a rock!*", etc.)
- Top Down Exploration

- Player Movement
  - Player Movement Animation
  - World Design
- Player Progression(leveling up)
  - Sprite Designs

### **Secondary Elements**

- Items/Player Inventory
- Save files
- NPC dialogue encounters -> overarching story
- World interactables(use axe to cut down tree)
- Quests