MDU113.1 – CHARACTER GENERATOR

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I made an RPG game that’s loosely based on other RPG games and games with roleplay elements (progression system, damage, etc). This RPG puts the player in the feet of history’s greatest fictional killers: DC’s Joker, Jack the Ripper and Jason.

I made all the assets using legal versions of Paint, Paint.net and Microsoft PowerPoint (to make sprites with clear backgrounds). Every prefab, sprite and art were all made in these two softwares.

The stats in my game are called Fear Factors and are generated in the FearFactorGenerator method in line 175. This uses a generic dice of minimum and maximum values that would generate the stats from 3 D6 dice onto a string and into the GUI. This method was heavily based on the Roleplay board game Dungeons and Dragons.

My player classes and races were also inspired by the DND classes and races, with a few alterations where instead of adding modifiers to only 2 stats, I added to 4 stats. I then used PlayerPrefs to save them into my Registry Editor to save them and make sure that the player did not constantly add more stats as it would reset to the original rolled values.

My damage system was inspired by DND and AQ Worlds, the MMORPG.