|  |
| --- |
|  |
| Fantasy & Ash (Final Report) |
| Calum Mathison 40406464  Arran Smedley 40406581 |

|  |
| --- |
|  |

# Table of Contents

Contents

[Table of Contents 1](#_Toc38470098)

[Introduction 2](#_Toc38470099)

[Changes / omissions 3](#_Toc38470100)

[Software Design 3](#_Toc38470101)

[Short Description of Game 3](#_Toc38470102)

[Evaluation 3](#_Toc38470103)

[Summary 3](#_Toc38470104)

# Introduction

## Scope & Content

The scope of this project was to create a fantasy 16-bit RPG style game similar to what final fantasy (1970) is like. This game was to include a menu, overworld and combat scene, the menu screen consisting of the basic elements of Play, Settings, Controls and Quit. The overworld scene consisting of a map in which the player can navigate 4 directions around in order to explore what is around & hittable objects such as water and rocks. The combat scene consisting of a turn-based mechanism with the player having stats such as health and mana power.

The main aim (Game Loop) of the game was to defeat the monsters around the map in order to receive coin and experience, using this coin to be able to be let back into the kingdom which would mean you have won the game. By earning this experience, you would then be able to progress onto harder enemies which would then give you more coin.

## Inspiration

- Early JRPGs (Final Fantasy/Dragon Quest)

* Video Game
* the early JRPG game have influenced this title through its story telling, gameplay mechanics and graphical style. Specific influences may be prevalent in the games combat mechanics and overall style.

- Fantasy Novels (LOTR/Redwall/Grimgar)

* Literature
* Fantasy novels will influence this title through their world building and storytelling styles. Fantasy novels can build large believable worlds, and while that will not be in the scope of this project, it is something we will be taking influence from.
* Tabletop RPGs (D&D) o Tabletop games will influence this title through the different gameplay styles the player can use.

# Changes / omissions

## Features Not Made into The Game

**Items**

Items were not made into the final product due to the timescale in which we had to complete, the original idea was for the player to be able to hold potions so that they could heal or restore mana power.

**Final Boss**

Also due to time constraints a final boss was not added into the game.

## Features That Were Altered

Features that were altered consisted of items being replaced by the ‘Health House’ in which the player can go to for a small fee the health house will heal the players entire party also restoring mana power.

# Software Design

# Short Description of Game

## Screenshots

# Evaluation

# Summary