



INFT3950: Assignment 4

Game design presentation

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Overview

Norse Curse:

Erik Karlsson and his journey to save his son

Genre

RPG,

Open World

Main focus

Challenges in journey

The love of Erik to his
only son

Target customer

Viking culture lover,

Players looking for a historical
video game

Target hardware

Personal computer

A dramatic scene from a Viking warship on a dark, stormy sea. In the foreground, the wooden hull of a longship is visible, with several crew members wearing armor and holding shields. The ship is moving through choppy, dark blue water. In the background, a distant shore is visible under a cloudy sky, with a small boat and a few birds in flight. The overall atmosphere is dark and moody.

Story

Erik's journey

Initial scene

Erik's nightmare:

- His son is the chosen scapegoat in a sacrificial ritual

Reality

- 6 months until the scarification
- Time travel machine: in testing-phase
- Erik persuade to travel to the past
 - Planned year: 726 (a year before first ritual)
 - Error of the machine: 840

Game tutorial phase

Before his journey, Erik enters an one-week fighting session



Background story

The ritual

- Asgrir the Dread
- Sacrifice one villager every 25 years
- For prosperity and power
- First ritual was held in 727

The wrath of Asgrir the Dread

- After 74 years, villagers stopped the “traditional ritual”
- Crisis came
- The promise to keep the ritual
- Asgrir placed a curse on the village
- Kept until the time of Erik





Game world

World Map



Background image: (Viking Landscape Wallpaper, n.d)

Tordynjar (Thunder bay)

- Home village of Erik's ancestor
- A stormy bay village
- The origin of the curse
- First travelled location



Mount Thursbun

A foggy mountain
Mysterious and dangerous
Where Asgrir hide his secrets
Protected by Warg, a black wolf



Lokiskali

- Neighbor of Tordynjar
- A poor village
- Hide mystery about the origin of Asgrir

A wide-angle photograph of a natural landscape. In the foreground, there's a dark green forest. Beyond it is a large, calm lake with a greenish tint. The middle ground is dominated by a massive, steep mountain range covered in dense green forests. Some patches of snow are visible on the higher peaks. The sky above is filled with scattered white and grey clouds.

Biofeedback

Biofeedback

Electrocardiogram (ECG/EKG)

- Heart Rate (HR)
- Using smart watch with ECG technologies

Gameplay

Change based on player's HR zone

- **Formula:**
 - Maximum HR = $220 - \text{Age}$ (Leonard, 2021)
 - E.g. $150 \text{ bpm} / (220-20) = 75\% = \text{Zone3}$
- **First three zones:**
 - Game difficulty
 - NPC behavior
 - Ability of the character
- **Last two zones:**
 - Alert when nearly reach
 - Pause when reach
 - E.g. $(220-20) \times 81\% = 162 \text{ bpm}$



(Samsung Newsroom, 2023)
(Apple, 2021)

Zone 1 • 50-60% Max HR

Very light activity, such as warm up/cool down

Zone 2 • 61-70% Max HR

Light activity, such as slow-paced jogging, walking up a flight of stairs, lightweight low resistance

Zone 3 • 71-80% Max HR

Moderate activity that increases aerobic endurance, such as moderate jogging, cycling, or rowing

Zone 4 • 81-90% Max HR

Hard anaerobic activity, such as high rep ball slams, boxing, or heavy weight lifting

Zone 5 • 91-100% Max HR

Extremely hard maximum exertion activity, such as sprinting. All out effort!

(Leonard, 2021)

A dark, atmospheric scene featuring a longship with a dragon head at the bow, sailing on a calm, dark sea. The ship is surrounded by mist and is positioned in front of a range of majestic, snow-capped mountains under a cloudy sky.

User interface

A Viking longship with a dragon head at the bow is sailing on a dark blue sea. The ship has a single mast with a torn sail and several oars visible. In the background, there are majestic, snow-capped mountains under a cloudy sky.

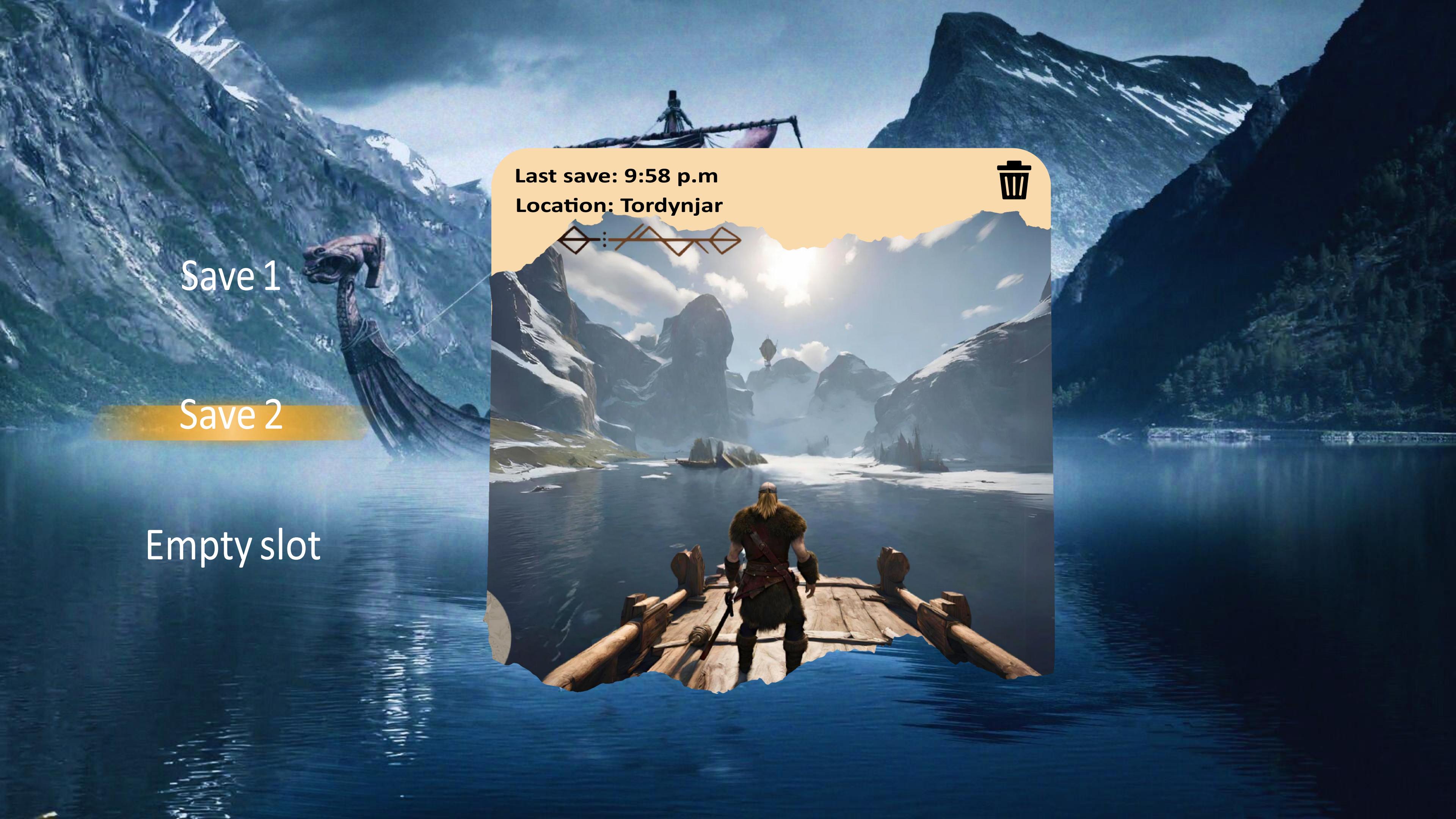
Continue

Load game

New game

Setting

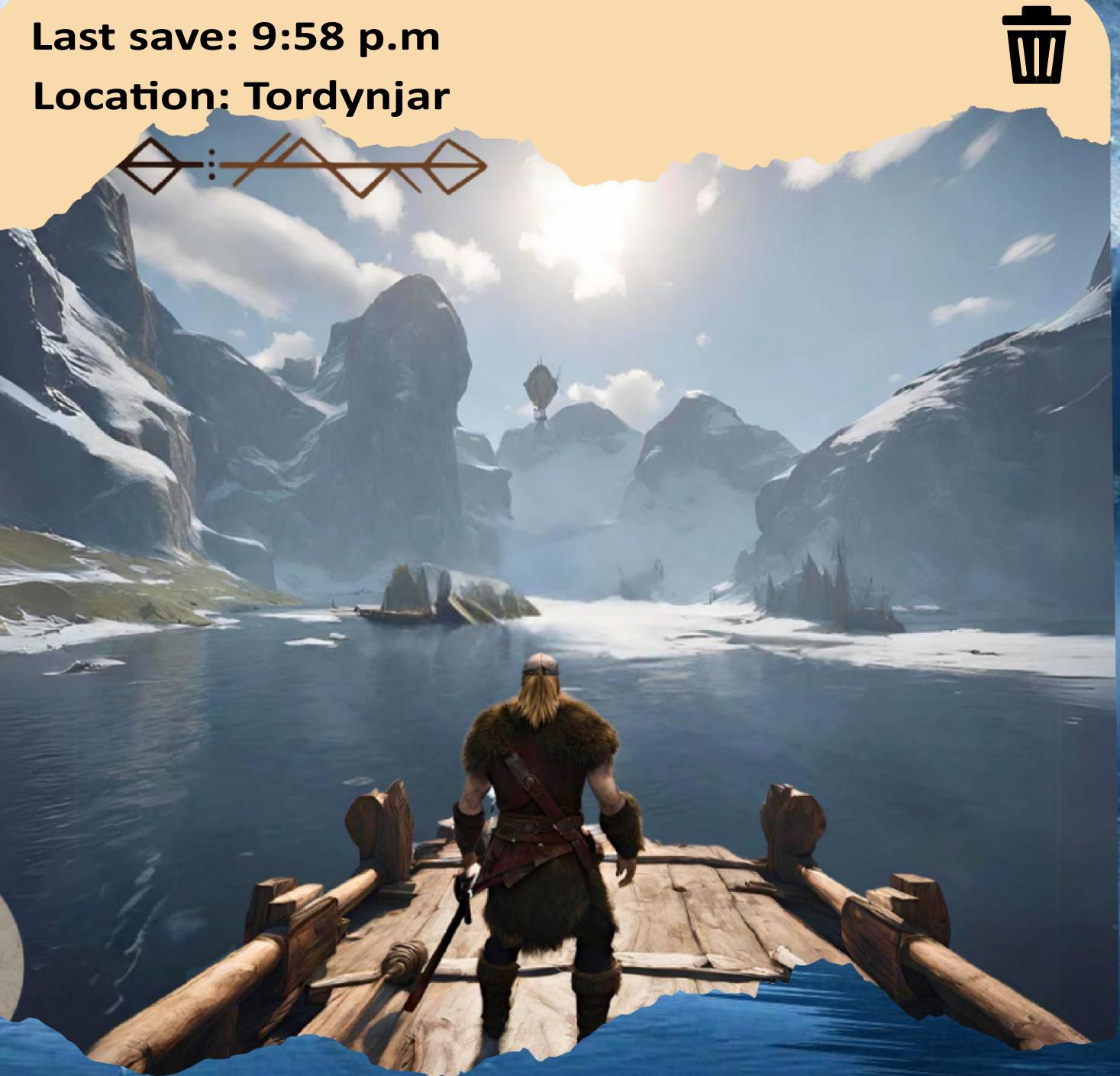
Quit



Save 1

Save 2

Empty slot

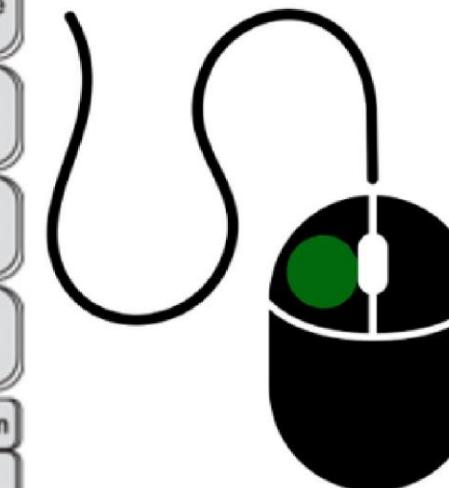


Last save: 9:58 p.m

Location: Tordynjar



Default setting



Move



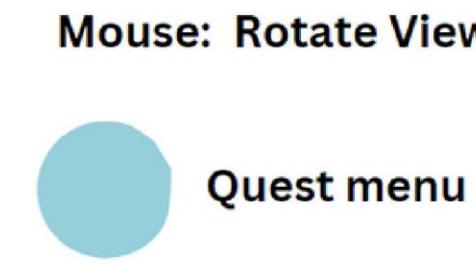
Block



Inventory



Follow the path



Mouse: Rotate View



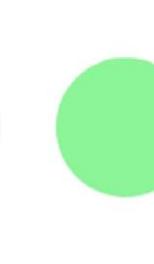
Hold + Move= Run



Call horse



Open map



Attack



Menu



Item quick use



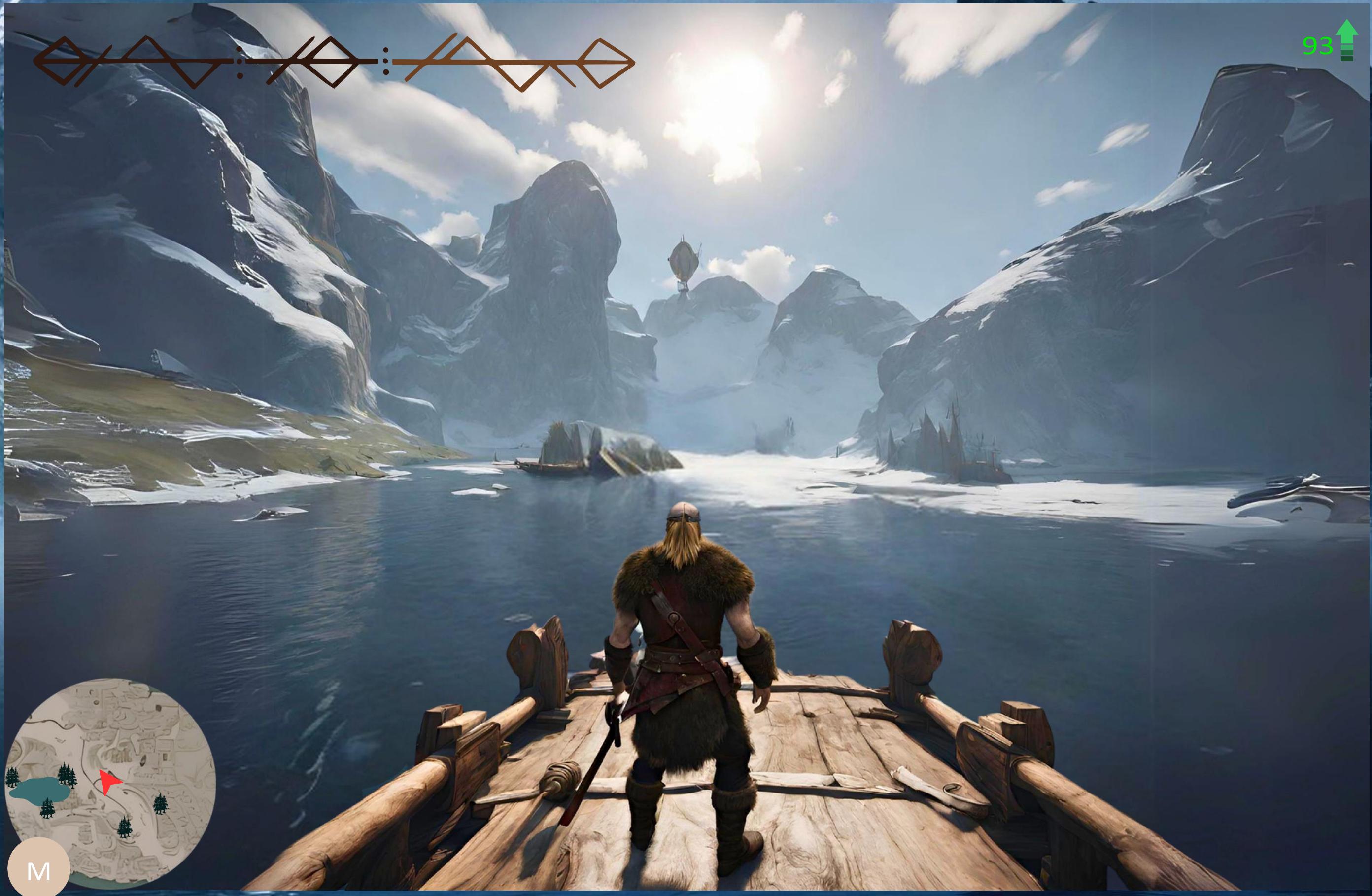
Jump



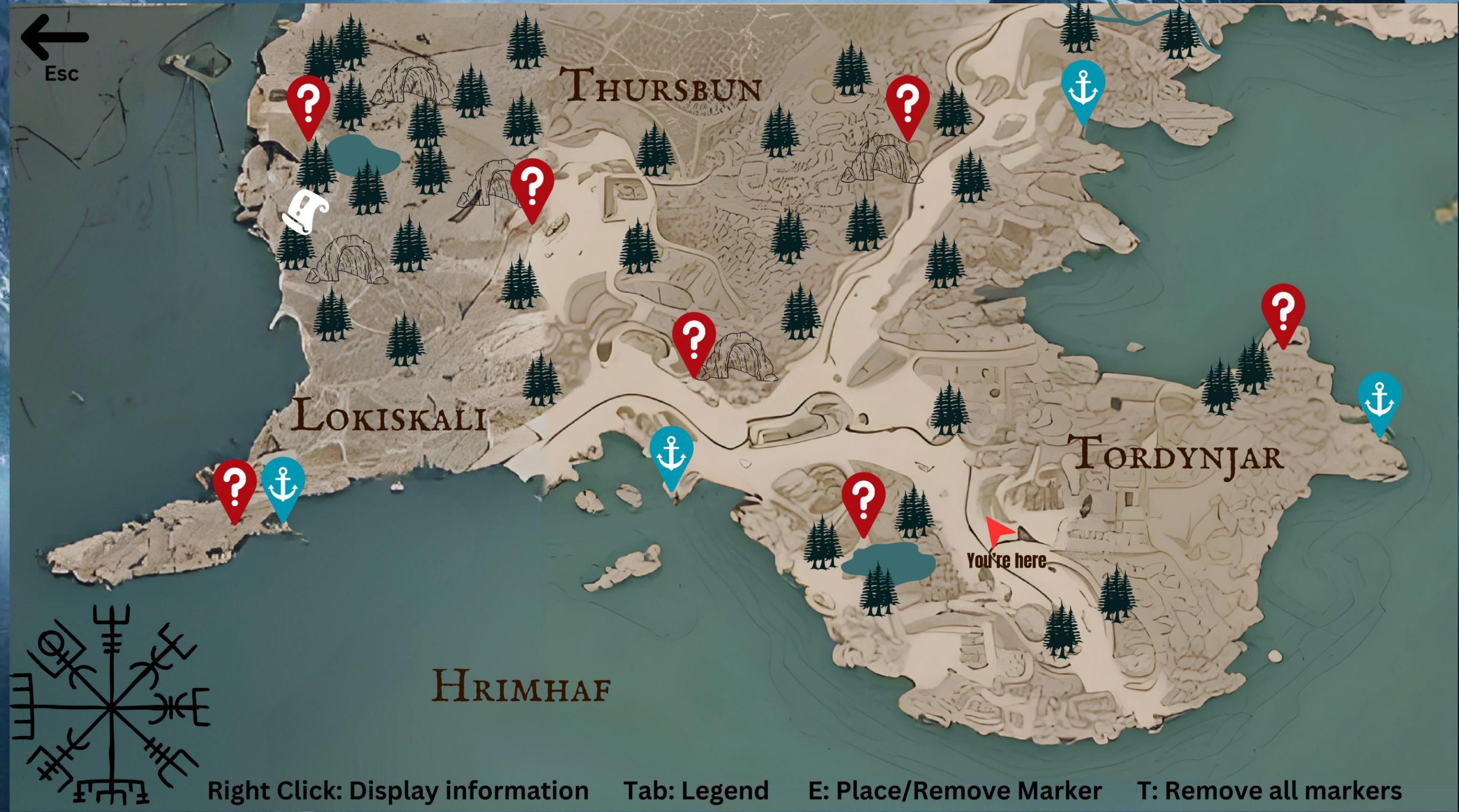
Interact

Set default

Change



In-game user interface sample



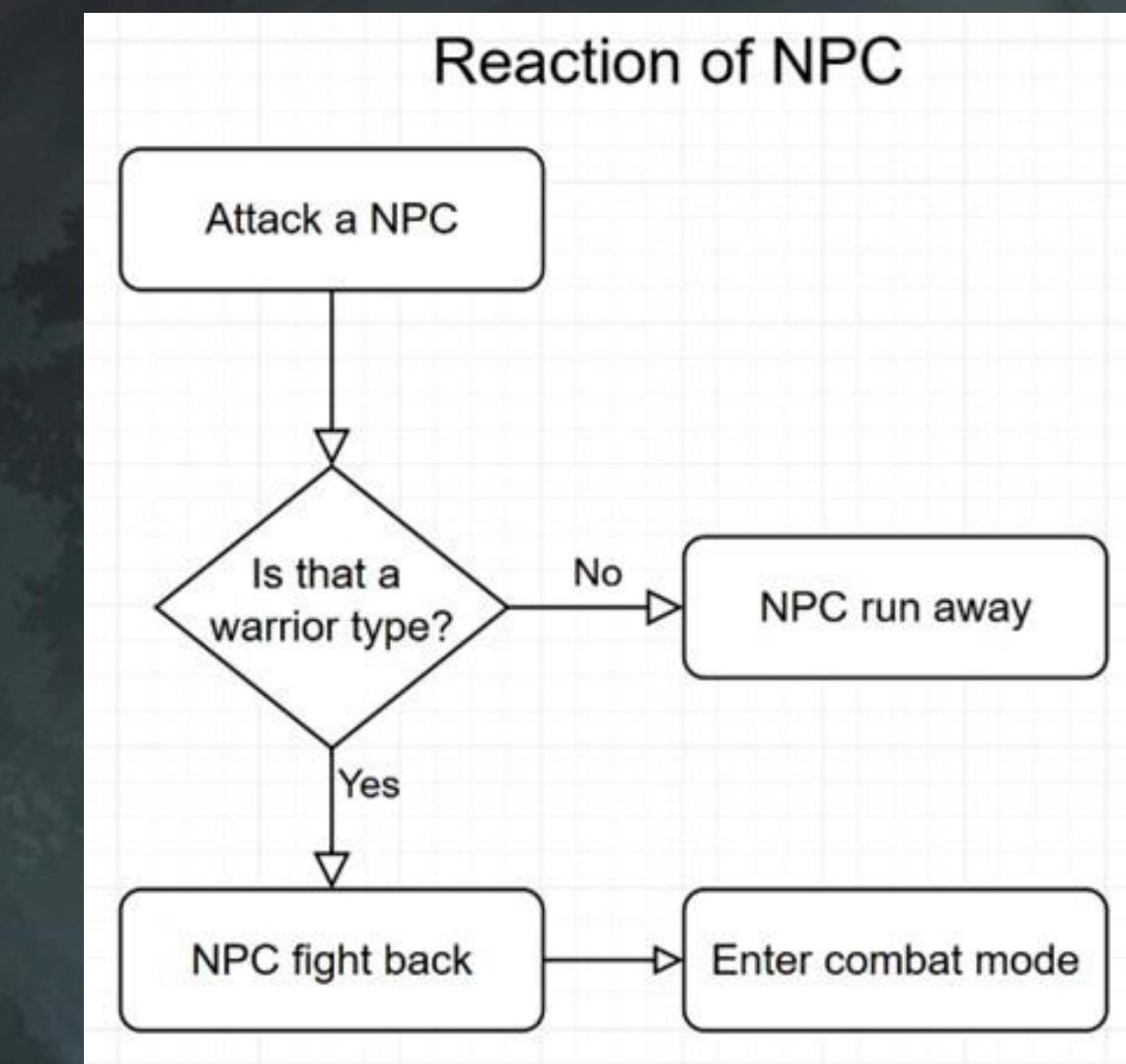
Map interface sample

The background of the slide is a dark, moody illustration of a forest at night or dusk. A lone figure, possibly a traveler or a soldier, stands on the right side, holding a lit torch that casts a faint glow. The scene is filled with tall trees and rocky terrain, with light filtering through the canopy.

Core mechanics and features

Core mechanics

- **Limited resources:** silver, skill points,...
- **Skill tree:** unable to master all skillsets
- **Reaction** of different NPC type
- **Visited location:** automatically save the visited location
- **Damage dealt:**



```
if (attack >= defense) {  
    damage = attack * 2 - defense;  
} else {  
    damage = attack * attack / defense;  
}
```

Game features

- **World exploring:** during the quest or free roaming
- **Puzzle:** to be solved
- **Interaction:** with NPCs and environment
- **Fast travel:** teleport to some visited location
- **Weapon choosing:** between different sets of weapon
- **Resource hunting and barter system**



Thanks for listening

References

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All other images are generated by myself and Canva Magic Media AI

Background image: (Viking Landscape Wallpaper, n.d)