

Nordir

Nordir is an RPG style, choose your own adventure game that includes a text based combat system and a progressive decision tree. The key to the game is to make wise decisions based on past playthroughs in order to discover the most advantageous way to defeat the final boss. This concept could grow tiresome however the game is well balanced in weapons and enemy strength so a player should complete the game within 3-4 playthroughs, however it is our intention to make death an important part of the experience so that the player is allowed to experience more of the story if they choose to play that way. That being said, almost all of the storylines a player may choose to take will lead to a possible victory. Although, due to our random weapon system and fierce enemies, a winning playthrough may be slightly variable if a player chooses to do the same thing over and over again. The game essentially rewards players that take the information the game provides to them and use it to make informed decisions about weapon choices and enemy encounters.

The game would, on the other hand, punish random and repetitious choice making. The gameplay is made up of two interfaces that mirror the look of a visual novel. The characters have simple animations when entering the screen and they also are interactive when hovered over. The game runs mostly through Javascript however the animations and layout are run by a mix of jquerys and CSS. Of course, HTML is used for the overall creation of the text and importing assets. Each group member's role in the project is as follows:

Team Coordinator:

Chris

Writing Team:

Sofia - Decision tree layout designer

Chris - Dialogue and narration writer

Coding Team:

Pratheek - Head Coder; designed and implemented: story tree, game and combat driver

Austin - Designed and implemented interfaces

Chris - Bug fixes; animation and transition implementer

Design Team:

Dalong - Character and Weapon Designer

Sofia - Background Designer

Instructions

The player assumes the role of Nordir and makes decisions for him that affect the trajectory of the story. Each time a button is clicked the player will either be shown another block of text with new decisions or the player will begin a combat encounter. The game ends when a player has defeated the final boss. There are points in the game where the player can switch their weapon for a randomly generated weapon, they are given a weapons guide to make decisions to support their play choices or they may choose to keep the weapon they have.

Combat Instructions

Each turn a player will either choose to:

- Attack - Basic attack on an enemy which may result in a critical strike which is calculated by the critical chance of the weapon
- Dodge - Nordir dodges the enemy's attack; after a certain amount of dodges the enemy will learn the player's attacks and instantly kills Nordir.
- Brutality - A very difficult move which should only be used if Nordir has very low chances of survival. The move when executed instantly kills the enemy. If the move isn't executed Nordir dies automatically.

All proper executions whether critical damage or brutality is determined by the role of a dice done in the backend (not seen via interfaces) which then determine if the player won the battle or not. Every time a player makes a combat decision the enemy attacks Nordir with one of their three moves which also have critical chances so it would be in the player's best interest to make decisions to dodge based on the enemy's critical strikes.

Artistic Development

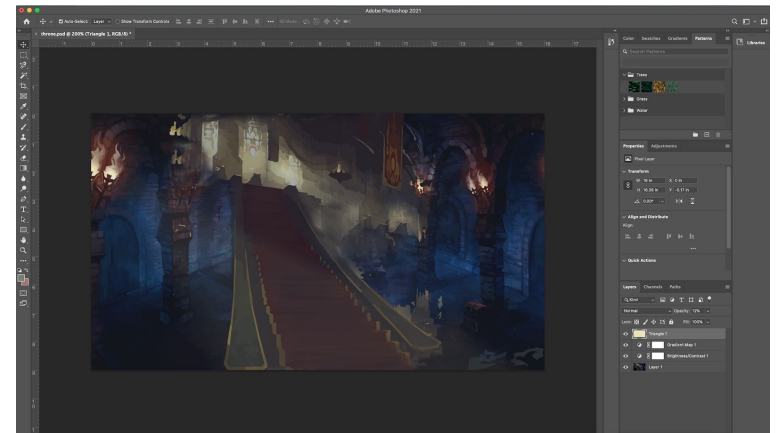
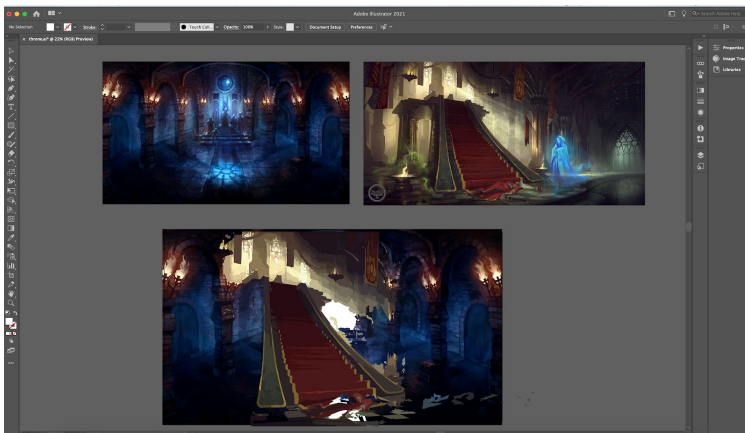
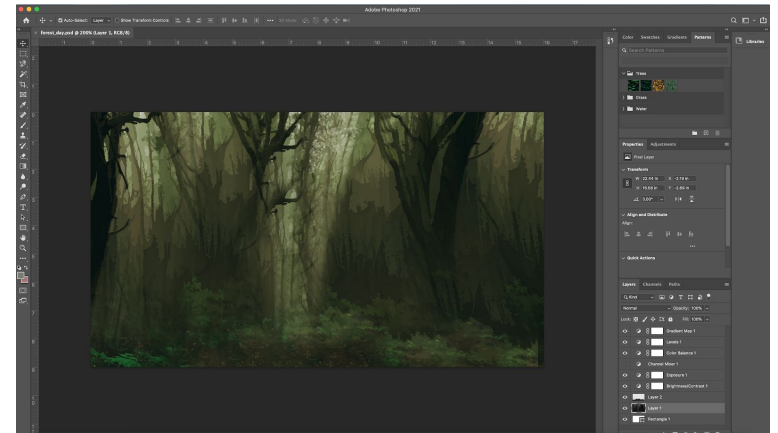
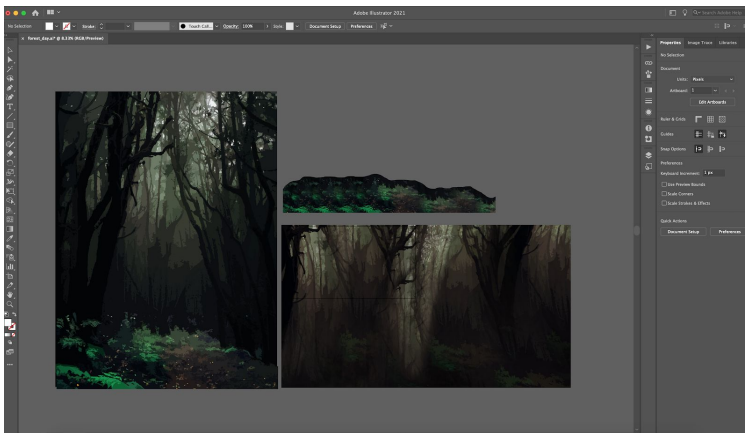
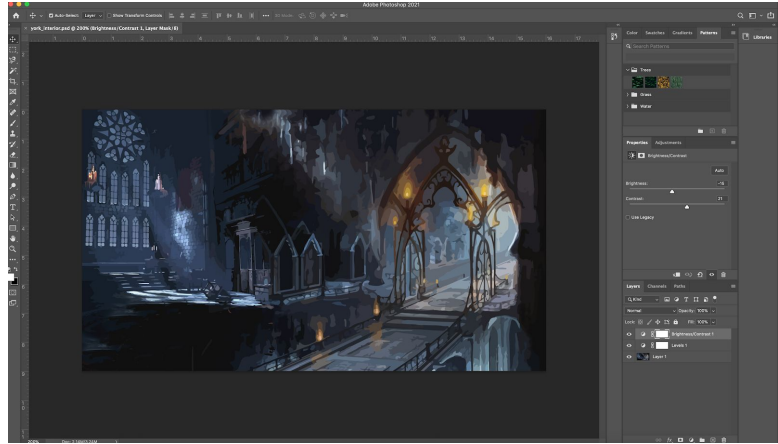
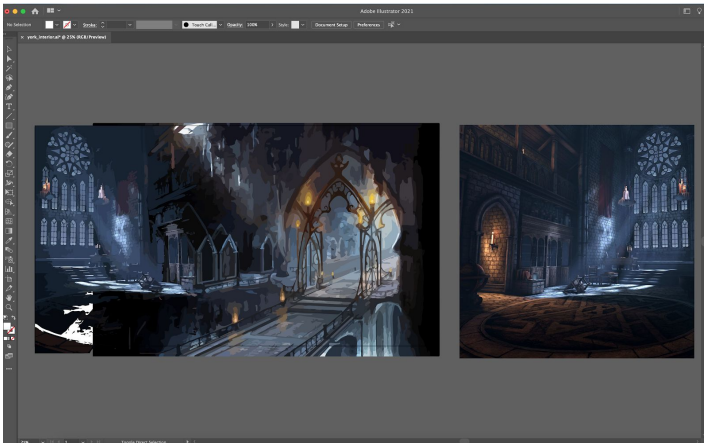
Characters:



Characters and weapons were designed in Clip Studio Paint. A series of rough designs were sent first before each were finalized and coloured. So as to have transparent backgrounds, they were exported as pngs.

Backgrounds:

For the development of the backgrounds, we had in mind we wanted to follow a medieval/ fantastic aesthetic. The group pulled out several examples for inspiration which were used to create the nine backgrounds added to the game. The design was primarily made using Illustrator (tracing, vectorizing and collage) and Photoshop (color and light editing). They were exported as pngs in a 16x9 size.



Sample Game

You are met at the title screen, and you begin your journey by clicking the “start” button. You, Nordir, wake up after your father’s funeral and find yourself reading a letter that your father left for you. You begin your revenge quest to slay Aant’El, the one who took your father’s life from the world, after deciding to forge a new weapon for yourself. Unfortunately, you forged a mere Hollow Balde, which, based off your Weapon Guide, is insufficient to a significant degree,

so you decide to exchange your weapon to the more superior Sword of Thundership. On your way towards the village, Hampt, you decide to go left into a forest where you find yourself facing a brute ogre. Using your Bestiary, you know that ogres are tanky beings. Therefore, to avoid combat, you decide to persuade the dense creature to let you go, and you continue on your way to Hampt. You enter the village and walk into a pub, taking a seat next to a strange slender individual. He questions your character, and you decide to converse with the man instead of ignoring him. You discuss your quest with him, and he reveals himself to be Heimindon, the Fair. Heimindon directs you towards your next destination, where Aant'El dwells, inside the fallen castle of York. You set on your way again, now coming face to face with the Demonbeast, Fuklar. Instead of fighting him, you decide to answer his three riddles. Nordir, being the cunning adventurer he is, solves all of them. Fuklar lets you go, and you continue your way to the fallen castle where Aant'El lies. You enter the dark, repulsive reminisce of the once majestic stronghold and find yourself at a fork in a hallway. You decide to take the left route and find Aant'El, the horrid creature, lying on a pile of rotted bodies. He tries to convince you to join him, but you will not fall for some silly trick. You decide to engage in battle. Aant'El, being a very strong being, brings you down to 70 health points. With your last strike, use decide to go for a brutality strike. Making your final jab, you stick your blade into the foul beast's heart. Nordir, being the proud warrior he is, severs the enemy's head and straps it to his belt, as a trophy of his victory in avenging his father, before heading back home to Elroy.

Further Development

With further development there would be a number of additions. The game would incorporate a personality system that tracks Nordir's anger or charisma and gives special dialogue options if a player makes choices that build one trait over another. Animations would be much more complex as well, adding background fades, characters sliding in and out of frame and perhaps animations that went at the speed of the reader reading the text so that certain choices don't jump from one background to another so quickly. I think adding sound effects and voice acting would also be a good addition to add production value. Finally, we would overhaul combat to incorporate spells within the game to add more skill to combat decisions. For example, some enemies may be weakened by certain spells and if the player chooses to cast those spells during a turn they would be rewarded with extra damage. Combat would also have added animations to make attacks be more meaningful. So if a player dodges, after the choice is made an animation plays where players could see that happen. Finally, at the end of a combat encounter, we would see a brutal final slash where Nordir slices open the enemy. This would add an extra bit of production value and make combat a bit more visually appealing.