IMPORTANT LINKS

ONEDRIVE LINK:

https://outlooklivechesterac-my.sharepoint.com/:f:/g/personal/1808107_chester_ac_uk/EnI1VZ7FirFMoW_IAVgR9psBCkYdCeEocaZCyQoafQ772A

GAMEPLAY VIDEO (YOUTUBE):

https://youtu.be/-MiKQesBp4s

Disclaimers:

1. I tried for ages to get a video capture through the tablet provided however it did not have video capture software on the device and when trying to use another app to screen record because the game is so long about 1h in the softwares I tried would crash and the device would go all laggy. (I tested this had nothing to do with the game as it still runs perfectly an hour into the game).

2. 2. I had to stop recording part way through for an emergency and as I had already tried for 7+ hours to record on the tablet and then had already got nearly an hour into this playthrough I simply paused the recording and came back to it when I could.
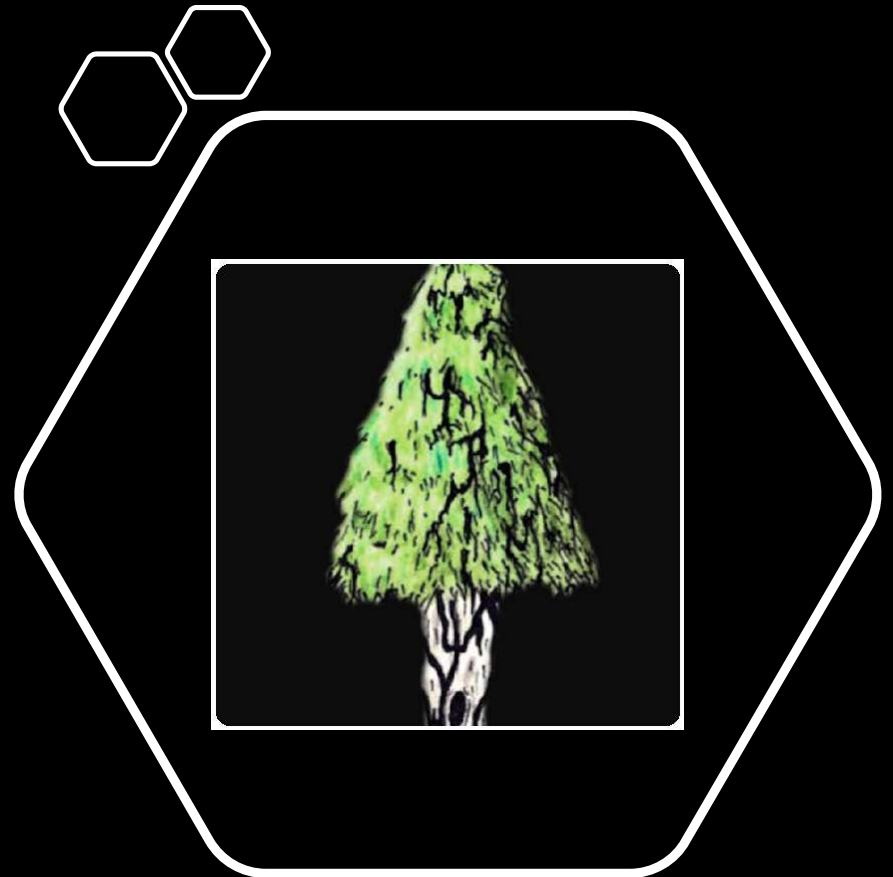
OVERVIEW

What to expect in the world of VIRIDIA:

- ✓ Easy to follow story to pick up and put down whenever,
- ✓ Rogue-Lite death mechanics,
- ✓ Turned based combat,
- ✓ Capture Abilities.

VIRIDIA takes many elements from different game genres and smoothly combines them together to give the player a fresh and infuriating new experience.

FEATURES AND USPS

7 REPLAYABLE LEVELS

In the world of VIRIDIA the player must traverse through the world below fighting off or capturing the corrupted creatures until they reach the final boss of that level. (When all bosses completed random boss is spawned as boss fight).

ROGUE-LITE MECHANICS

When a player dies in VIRIDIA they get rescued by their tribe and brought back up top, they manage to recover the currency but all items and captured creatures they player had at that moment are wiped and the player must recollect them.

As final unique twist to VIRIDIA everything has been HAND DRAWN to match the desired theme of the game.

CONTROLS AND GAMEPLAY

CONTROLS

- Controls are easy to follow in VIRIDIA, the player taps on the screen for interactable objects and to move around the world, any other interaction is given to the player in the form of UI buttons.

GAMEPLAY

- As mentioned previously the player traverses through the world below to reach the end bosses for each level. When a player travels to the below world they must defeat or capture every creature that gets randomly generated to progress to the next area. These battles are done in a turned based fashion where the player chooses their move, and the enemy will choose and random move to use against the player, who goes first depends on who's attack speed is the highest. After 7 or more completed sections the player will randomly transport to a boss area where they will have to defeat the boss to clear the level. If the player dies at any point, they are taken back to the hub world and lose all items and creatures, they did not save.

PLAYER AND NPCS

PLAYER

There are two characters the player can choose from within the game. However they are just male and female variations of VIRIDIA'S heroes, there are no differences in the characters. The player is also prompted to name their hero at the start of a game.

NPCS

Currently the only friendly NPC within VIRIDIA is Spencer. Spencer is the located within the hub area and allows players to buy new abilities for their hero, or their party to learn. Each ability has a different affinity type between, Normal, Fire, Air, Earth, Water and Umbra as creatures and bosses hold different weaknesses so a range of abilities will need to be used.

Items that can be bought will be paid for using Umbra Essence which is collected when enemies have been defeated or captured.

In future stages of development another friendly NPC will be brought in that allows players to buy eggs and hatch random new party members for a price.

ENEMIES – CREATURES

Within the world of Viridia the player will encounter many different hand drawn enemies in which they must battle to progress to the next area. When an area is generated within the game a random amount of creatures are spawned too, with different random stats.

Each monster has their own allowed move sets which determine what abilities the creature can use and learn, and what affinities they have, for example being weak to fire attacks but hold a partial immunity to water attacks. Each creature also has pre-determined base stats for health, attack power, stamina, magic points and attack speed.

The above stats are then altered by changing the creatures build from a choice of: Small, Medium, Large and Apex. The stats are then further altered by giving a creature a random level between 1 and 3. A Level 3 Apex creature will be one of the toughest to battle, therefore giving the player complete variety and a challenge throughout.

Following this creatures are further randomised in how they carry themselves throughout the world, they randomly walk around the level and will sometimes interact with the player on their own depending on their randomised aggression type. The three aggression types are as follows:

- Normal = Will ignore the player when moving around,

- Shy = Will attempt to run from the player if they are too close,

- Aggressive = Will attempt to chase and battle the player if the player comes close enough.
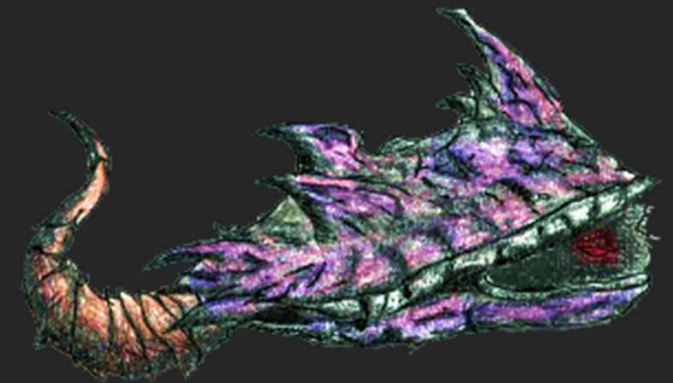
ENEMIES - BOSSES

There a Seven Umbra Bosses within the world of all created with the Seven Deadly Sins in mind. In chronological order of which the player will encounter first they are:

- Fiore, Object of Lust,

- Gula, Epitome of Gluttony,

- Opus, Paradigm of Greed,

- Somnus, Pinnacle of Sloth,

- Ira, Avatar of Wrath,

- Rancor, Aspect of Envy,

- Faust, Apotheosis of Pride.

Bosses are created just like the creatures that roam around in normal areas however their move set aren't abilities that can be learned and shared like the other creatures, as they have specific abilities only they can perform and are linked very closely to which deadly sin they represent, for example Fiore charms party members to attack the player, and Somnus sleeps for an amount of turns before waking up and decimating the party.

Some other key differences The Umbra Bosses have compared to the normal creatures are:

- They are not randomised as their stats have been specifically designed to offer the player a great challenge but to also be beatable (just),

- They cannot be caught and must be defeated in battle in order to progress,

- Lastly their fight scenes are slightly different in that the turned based combat is randomised as to who will go next, as well as this there is 5 second timer on how long the player has to choose what they wish to do on their turn, this is to give an essence of urgency to the fight and ups the difficulty slightly.
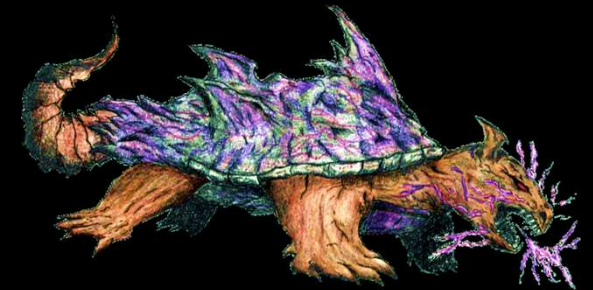
PLAYER INVESTMENT

The world of Viridia has been carefully created and tested to offer the player a certain level of difficulty. In a large portion of games a player is expected to die a few times, however VIRIDIA has been produced to test a players abilities just enough that they die more times than is usually expected.

Items such as potions to regain lost stats in battle and lockets to capture creatures are scarce and can only be obtained through shaking trees that may or may not appear within areas. These same items also have different levels but as their level increases their drop rate and drop probability decreases.

As previously mentioned creatures and bosses have been equally tested and designed to give the player the hardest challenge presented to a player in a simple turn based game.

With these elements implemented so to is the Rogue-Lite features, on death the player loses all items they were currently holding which can be extremely frustrating at times. However, players are able to save items and creatures that they wish to the hub world to retrieve for sequential playthroughs so they are not lost on death. Umbra Essence, which is the currency used within the hub world, is also retrained throughout and only ever decreases when fighting one certain boss (Opus, Paradigm of Greed).

Combat itself has been fully considered so that it is, on the surface, easy to understand and use but offers players who wish to the chance to fully customise and think about what abilities they want to use within their party to give the most damage within a particular fight.

When having the game tested and tweaked it was shown many players would die infuriatingly, but would announce they are having "one more run" to attempt to get back their beloved creature they just lost or in other cases simply try and progress further than they did the last time.

By combining all of these elements players investment in the game has been extremely positive, with future features being developed to keep the player even more invested once they've defeated the Seven Main Bosses.
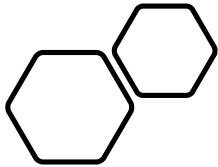
MONETISATION AND FUTURE PLANS

MONETISATION

When researching mobile games one stand-out complaint noted throughout was the amount of ads that have recently been placed within games. VIRIDIA aims to offer the least amount of forced ads possible throughout the whole process, in fact if a player truly wishes they can play the entire game without seeing a single ad for their enjoyment. This is because only rewarded ads have been used in certain advantageous places and is left up to the player whether they wish to use it or not. Times when rewarded ads are offered are:

- When a creature or boss has been defeated, the player may watch a rewarded add to double the amount of umbra essence earned,

- When a player dies they are offered once chance to get an extra life by watching a rewarded ads.

By keeping ads to a minimal not only has it been noticed that players testing the game where more likely to watch rewarded ads, they were also watching them more frequently without any complaints and genuinely felt rewarded properly when they had done so.

FUTURE AIMS

- Due to time taken not all bosses have been drawn, therefore they will be the first thing to be added next in the development lifecycle,

- Lots more normal creatures will be drawn and added to the game, meaning more abilities created to support this,

- Achievements added when defeating all bosses and when capturing a certain amount of all of the availed creatures,

- As mentioned previously a new NPC which allows players to buy eggs for new creatures to join their portfolio,

- An ability to trade creatures with other players,

- Lastly an facility to fight head to head with other players online.