Project Proposal

# Overview

The general concept of my project will be a text based (maybe slightly graphical) rpg. You play as a person fighting randomized enemies getting progressively harder until an eventual boss fight where the player will have the option to end the game after defeating the boss or carry on until they are eventually defeated.

# Story

You play as the grandson of a disgraced warlord by the name of Evandar Hrothgar, Evandar’s grandfather fled the scene of a great battle between the Kingdom of Demaxius and the Dark Elves of the south beyond the Dead Plains (a large Death Valley like dessert). The war lasted years but the Elves were eventually repelled hence why the Demaxius still stands.

Your family has since had no place as descendants of a deserter within the new rebuilt Kingdom and you strive to find a way to recover honour and pride back to your family. You hear tales of an ancient, precious and powerful relic that was lost during the Great War, supposedly stolen by the Elves over its rumoured power.

You plan to retrieve the relic and restore some honour to your name. The story starts as you have just made the treacherous and unlikely journey across the Dead Plains and have arrived at the Elven town of Elaris. You have very little on your person, just a few gold coins left over from the time spent in Demaxius, now worth little here due to the abundance of gold mines south of the Plains, The Elves favour a bronze based currency due to it being more expensive. You also have your trusty oak staff and your mastercrafted broadsword passed down from your grandfather.

As much as there is a ‘peace’ between humans and Dark Elves, there is still tension between the two races so keeping you identity hidden could prove beneficial.

You control Evandar around the town and eventually into multiple caves/dungeons/ruins in search for the fabled relic. You eventually find under the guard of a great cave troll, a species long thought extinct, instead they live deep in caves feeding on travellers stupid or brave enough to go deep enough into their domain. Cave trolls have adapted to being able to live weeks and even months without a meal due to their very lazy life of lying in a cave guarding their treasure, hence being thought extinct as they are never seen. You fight the troll and, depending on the result of the fight, retrieve the relic and escape or die to the troll and restart the game.

# Gameplay

The gameplay itself is inspired by a few different sources, the main one being a game by the name of *FTL: Faster Than Light.* A space travel game where interactions are completely randomized (dependant on your location within the game, previous interactions and equipment and crew etc.). Interactions between you and the inhabitants of the Land of the Elves will be randomized like interactions in *FTL* as well as having different options depending on your progress, characters stats, inventory etc. Outcomes of interactions will be mostly random with some having fixed outcomes. The game will also try to follow the difficulty of *FTL* in which death means restarting the game.

When defeating an enemy, it will drop loot. The looting system will be inspired by games like the *Diablo* or *Borderlands* series in which every enemy will drop some form of loot. This loot can be as little as some currency all the way up to legendary weapons or accessories. Like in the game series mentioned earlier, the weapons and the accessories will be graded in rarity by colour: white (common), green (uncommon), blue (rare), purple (epic) and orange (legendary). Tougher enemies are more likely to drop higher tier loot but any loot can come from any enemy.

The game map will be randomly generated, a 20x30 grid will be used to represent where points on the map can be with a random number of points (between 15 and 20) generated and placed on the map. When clicked on, you will be taken to a location with an encounter. The encounter will be chosen randomly from a pool of set interactions, this encounter will then be taken out the pool so it’s not repeated in another location. One location will always be a town which will include different shops, such as a merchant (low level gear as well as food and other supplies), smithy (higher level gear), an inn (stay the night to restore health) and an arcane merchant (potions and occasionally magical gear with special effects). The town will have 3 different layouts, one of which will be chosen randomly so it won’t be as repetitive (obviously it won’t change throughout a single game).

Enemies stats will be randomly generated within certain bounds (depending on how far in the player is through the story and potentially the difficulty chosen, I am yet to decide whether I modify player stats and loot or enemies stats and loot depending on difficulty), these stats will be used to generate a score for the player defeating the enemy which will be totalled into a leaderboard.

The boss fight location will be chosen randomly but the player won’t be able to access the fight until the player has cleared every other location (I’m not sure exactly how I’m going to implement this believably just yet, most likely along the lines of the character doesn’t feel ready for the fight yet or something). After the player has defeated the boss, they will get the message ending the story and then asked the question if they would like to continue to try and beat a high score. The map will be regenerated and the player carries on with their current inventory.

# Timeline

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| Month (end of) | Targets |
| Jan | Have navigation completely finished (map opening different zones, opening shops in town, have a back button to return to previous screen etc.). Designed the look for the merchant shops and maybe the functionality. Have written a few interactions |
| Feb | Code the functionality of interactions, how they’re selected, remove them from the pool etc. Write some more interactions |
| Mar | Implement the enemy generation, more interactions |
| Apr | Code the loot system + more interactions |
| May | Code a character creator and a levelling system, more interactions |
| Jun | Create a leaderboard and score system + more interactions |
| Jul | Create a save and load game function + more interactions |