



**NORTHERN ARIZONA  
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<https://github.com/SammieJ201/CS386> *Project*

# Project Title TBD

**Deliverable 1: Inception**

**CS 386: Software Engineering  
Spring 2018  
Doctor Marco Gerosa**

## **Introduction**

We are going to make a simple RPG, role-playing game, where you can make your own decisions and paths like a choose your own adventure. We want to have a character with health and skills. We plan to have a fighting RPG with magic. Similar to a pokemon type fighting system, i.e. a turn-based combat system. We are creating this RPG for PC and are considering programming in Java or HTML. We are solving a lack of entertainment and hoping to inspire the imagination of our customers.

## **Initial Value Proposition and Consumer Segments**

We believe that people will be interested in an RPG game with lower graphical quality because of the focus we will have on the story. A story, especially one in an RPG, makes the game, and, instead of solely focusing on the story, we will put time and effort into our combat system to up the value of our product. The consumer population we are targeting are individuals who have played and bought RPGs and are open to the idea of buying new ones, specifically a turn-based RPG.

## **Interview Summaries**

The first interview involved Gwen Morris and Kaley. The interview occurred on Thursday at 9am. We talked about what she liked in RPG games and why she played them. She enjoys the store that is involved with RPGs. Another important factor of RPGs for her are the need for good graphics. Going into the interview, I figured that the story itself would be important. She isn't a fan of violent video games stating she wanted "non violent storylines for my RPG games.". She also provided several insights of elements she found important for her RPG experience. Having a fantasy element and the ability to have free play along with the storyline. It was extremely important to have a good story. It was considered a main reason to buy a game. It is nice to have realistic graphics, but that depended on the context of the game.

The second interview involved Gwen and Britt. It occurred on Thursday February 8, 2018. This interview went very similar to the first interview. He emphasised having a good story as a important factor for choosing an RPG game. He also mentioned he enjoys having "addition to numerous side quests that add to the main quest and the ability to customize the character so it feels more like its your own personal character." The need to allow the player to have control over the character they are playing as become an important part of the game. He leans more towards the fantasy side of RPG playing. He enjoys playing adventure and action games. It was important to not have lagging in the game or really bad graphics. Graphics themselves will become outdated but they should have some sense of realism to them. The game also needs to have an objective to it not just a big sandbox mode where you do what you want with no consequence.

The third interview involved Mumbi Macheho-Mbuthia and Cole. The interview took place on February 9th, 2018 in the afternoon. Before the interview it was established that the interviewee buys and plays video games as well as happens to have an interest in RPG games. Cole stressed the importance of a good art style for games that he plays regularly; the examples he gave were Pokemon, Hero Siege, and Rivals of Aether. It's difficult to nail down the arts style of Pokemon because of its long history, so in hindsight, more questions on what exactly which Pokemon game appealed to him should have been asked. However, what was learnt was that Cole prefers 2D games stating "I have always had a love for 2D games." As students, the look of a game will not be the primary focus for the prototype, but it is relieving to know that simple but polished graphics are what counts.

The fourth interview involved Mumbi and Nicole. As in the previous interview, it was established that the the interviewee plays and purchases RPG games. This interview was also conducted on February 9th, 2018 in the afternoon. She stated outright that she enjoyed turn-based games, but she also holds a game's graphics as a requirement for her enjoyment. She expressed "I am very picky about graphics; as long as they're artistic, I'm a huge fan of them." So far, graphics have been a priority under story according to other qualities, so this sentiment is not new. She also brought up that she is an active buyer of RPGs, as she recently bought the 2001's Golden Sun. She also stated that she would be open to play game an 8-bit or 16-bit with turn-based combat.

The fifth interview involved Mumbi and Sierra. The interview took place on February 9th, 2018 in the afternoon. Sierra preferred RPGs as her go to game because of the variety of options they provided; you could explore the world, forge bonds with in-game characters, and fight. When it came to fighting, she expressed that she like the first-person combat style as opposed to turn-based combat because turn-based combat could break the flow of the game. However, she did provide the alternative that as long as future interactions/fights were visibly noticeable, such as in Earthbound and Pokemon, she would play a turn-based game. Sierra's input on combat provided insight on what the combat system for this project may look like and the benefits for random vs. preplanned fights. She did state that she would purchase a game in the same vein as our proposal as long as the flow of the game was not broken for combat and strong social, explorative, and combat aspects were provided. In response to low graphics in games, she expressed that "one of my favorite games is Earthbound", which shows that turn-based games can appeal to other audiences who prefer a different type of combat style.

The sixth interview was between Kaitlyn and Jessica on February 6th at 7pm. Jessica says that she likes to play RPGs to become another person and get away from life for a little bit. Jessica also says the most important part of an RPG to her is a good story line. Jessica enjoys open world RPGs such as Assassin's Creed. Character creation is also very important to her. When playing Jess will play for about 6-8 hours in a row at some times. This helps confirm that RPGs are played to reduce boredom; however, in this interview we also learned that people play RPGs to become another person and experience a new life. Jessica mentioned that she does not think that RPG graphics don't really match up to other game types. Jessica thinks a

new RPG would be nice to have because there are already RPGs that she like to play at the moment.

The seventh interview is between Kaitlyn Grubb and Jaydrian on February 6th at 7:45pm. Jay has lots of experience playing RPGs and even inspires to make his own one day. Jay likes playing RPGs because he feels rewarded after doing dungeons, looting, and getting rare loot. Jay says he has seen few RPGs with storylines that keeps him entertained and he plays more for the grind than the story. Jay says that RPGs are better when they include mounts, diverse classes, and currency. Jay says that leveling should be at a steady rate and capped so players are not overpowered. Jay also says that PVP is a good addition to RPGs. As a developer himself Jay said he recommended Unreal Engine to help with game development. Jay is a need to have type of person saying there are RPGs that have not yet been developed that need to be.

The eighth interview was between Samantha Earl and Angela Rincon. This interview took place on Thursday, February 8th at 8:00 p.m. Most of the games Angela plays are RPGs, and as of right now she plays about 5 hours over the weekend. She used to play significantly more before classes started. Angela has played a variety of RPGs, including JRPGs (Japanese RPGs), MMOGs (Massively Multiplayer Online Game), and text-based RPGs. In an RPG, she likes a selection of classes (such as archers, warriors, healers, etc), upgrading weapons, and pretty designs. The designs should primarily match the overall theme of the game. If given the choice between fighting or story-telling, Angela prefers the game to have a good story. The story should not have a “chosen one” plotline, any love stories should be optional, and avoid any overused cliches as possible. Also make sure to tie up and loose ends at the end of the game. If the main character is a pre-established character, then they should *not* be naive or brooding. If there must be angst, then the character should have a strong and legitimate reason for it without having the angst be their main character trait. An anti-hero or a villain being manipulated by another character would make a strong antagonist. When buying an RPG, Angela pays attention to an aesthetically pleasing artform, a group of diverse characters, and respect of other cultures (if the game is set in the “real” world). Angela’s emphasis on strong characters and ideas on what makes a strong character show her imaginative side, most likely derived from previous games and other forms of media.

The ninth interview was between Samantha Earl and Bumjoon Kim. This interview took place on Friday, February 9th at 4:00 p.m. Bumjoon plays RPGs at least 4 hours a day and plays games such as Skyrim, Monster Hunter, and Fire Emblem. He prefers fantasy games with dragons, demons, etc. Like the previous interview with Angela, Bumjoon places a strong preference on a game with a good story and strong characters. Some stories he likes are more psychological and speak about the state of mankind in a more disturbing way. It’s okay if there is romance in the main story, but the romance should have a twist to it. Bumjoon does not like characters that lack any kind of backstory. Even NPCs (non-playable characters) should at least hint at a backstory. Bumjoon also enjoys interactive environments that rewards the player if they are clever. He prefers turn-based systems that leave room for strategy and management. The things that draws him to a new game are the game’s title, artwork, and any name recognition.

He also prefers more darker-themed artwork. Like Angela, Bumjoon showed a wide range of ideas on good stories and characters, which in turn shows how his imagination grew with the help of previous RPGs.

The tenth interview was between Riley McWilliams and Jacob Oblinger. It took place on February 9th at 8:00 pm. Jacob plays at least 10 hours a week at the bare minimum. He enjoys single player games, but is currently playing a lot of multiplayer games. He likes fantasy games, as well as science fiction games, but will only play a sci-fi game if it's open world. Fantasy games can be more linear because he usually enjoys the story a lot more. As a kid, he liked his character to be pre-defined, but now he likes to create the character himself. Jacob also like his characters to have stats such as strength and agility, and be able to upgrade themselves, or their weapons. He likes more fighting than story. For fighting, he like fast paced, yet difficult combat. For the story, he likes a good twist, and doesn't like escort missions and save the princess tropes. He likes a grandiose story. Jacob is indifferent about stories in open world games, but requires it in a linear game. He also appreciates when a game has historical or mythological accuracy.

The eleventh interview was between Riley McWilliams and Nicholas Imoto. It took place on February 9th at 10:00 pm. Nick plays about 14 hours per week (2 hours a day). He is currently into MMOs (Massively Multiplayer Online), but still likes smaller games, like Terraria. He prefers open world over linear style games. What he enjoys in open world games is that there is more to do, and if he gets bored of something, then he can just do something else within the same game. Nick likes both the fantasy and sci-fi games genres. He like gameplay that involves stealth or something really simple, like turn based combat. He thinks the story is very important to an RPG, especially ones that make him feel emotionally connected to the protagonist. He likes an even spread of fighting and story, and enjoys useful, yet simple, controls when playing. He loves upgradability in his character and weapons because it makes him feel like there are an unlimited amount of playstyles. He also enjoys character stats, especially strength, and luck to increase dodge chance, critical chance, and drop rates.

### **Final Value Proposition and Consumer Segments**

We have received a wide range of likes and dislikes regarding various elements in RPGs, but there are some common preferences between the interviewees. The importance of a good story was echoed throughout most of those who were interviewed. It seems like there is also an interest towards a turn-based RPG. There also seems to be a stronger preference for a fantasy setting rather than one based off of reality. Being able to upgrade a character and items is a must. The majority of interviewees also seem to agree that violence in a game is a non-issue. There also is a strong preference for good graphics and aesthetically pleasing artwork. We are still unsure of how the game will ultimately look, as we are still looking into game making programs, coding languages, etc. Many of the more powerful game making programs cost money that the group does not currently have.

Ultimately, we will focus on creating a game with an engaging storyline that implements the use of turn-based fighting. We plan to primarily focus on customers that are already

interested and generally enjoy role-playing games. This may narrow down to customers who are in their late teens to early adulthood.

### **Group Participation**

Gwen Morris — 2 interviews; Introduction (22.5%)

Riley McWilliams — 2 interviews; Final Value Proposition and Consumer Segment (22.5%)

Kaitlyn Grubb — 2 interviews (16.25%)

Samantha Earl — 2 interviews; Final Value Proposition and Consumer Segment (22.5%)

Mumbi Macheho-Mbuthia — 3 interviews; Initial Value Proposition and Consumer Segment (16.25%)