Dungeon & Legends– Postmortem

Goals:

Create a mobile game that simple but strong

It was important that makes people easy to come not easy to go. This means that we wanted to provide a system that can be continuously performed by collecting and upgrading items even though the play time is short.

Providing unique tension and careful selection

This mission statement of this project is to, essentially, players get the items, gold and experience as they moving around the dungeon. However if player die in the battle, they will be lose all equipped items and level. It is called rogue-like. Once a decision can never be reversed. Therefore, it will be providing for the player to a unique tension and the need for careful selection

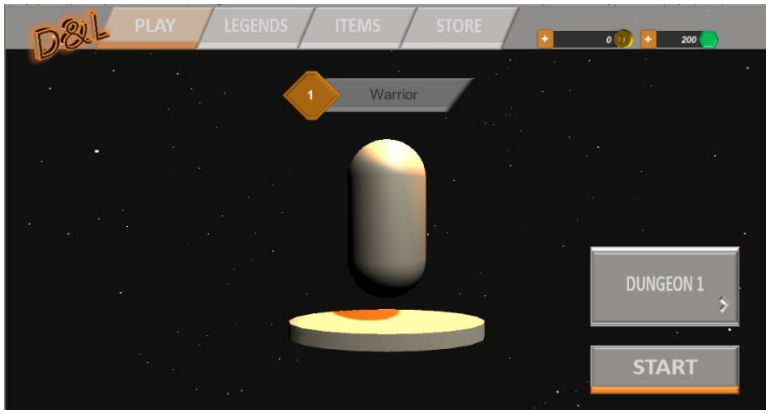
Uses a mixture of 2D & 3D techniques

Our games is normally associated with games that use three-dimensional polygonal graphics combined with a fixed 2D perspective. The moment-to-moment gameplay will primarily take place on a 2D plane. For example, characters and enemies made by using capsule model, but with a fixed sideways perspective. Even attacking effects are made like 3D. In short: We want to give players a new experience with a higher quality, not just a 2D game.

Achievements

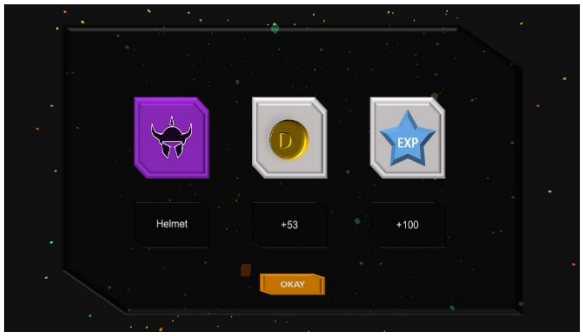
Designed simple UI but more complexity

It's designed so that players can add character's attributes as their characters level up. By allowing players to shoot the desired capabilities, a variety of characters will be created to suit their individual characteristics. It also made various influences during the gameplay.



Procedural random reward system

In the reward scene, the item is randomized through a defined probability. This probability will result in higher rewards if you win a higher dungeon. Items received on the compensation screen are automatically saved in the inventory.



Permanent Death

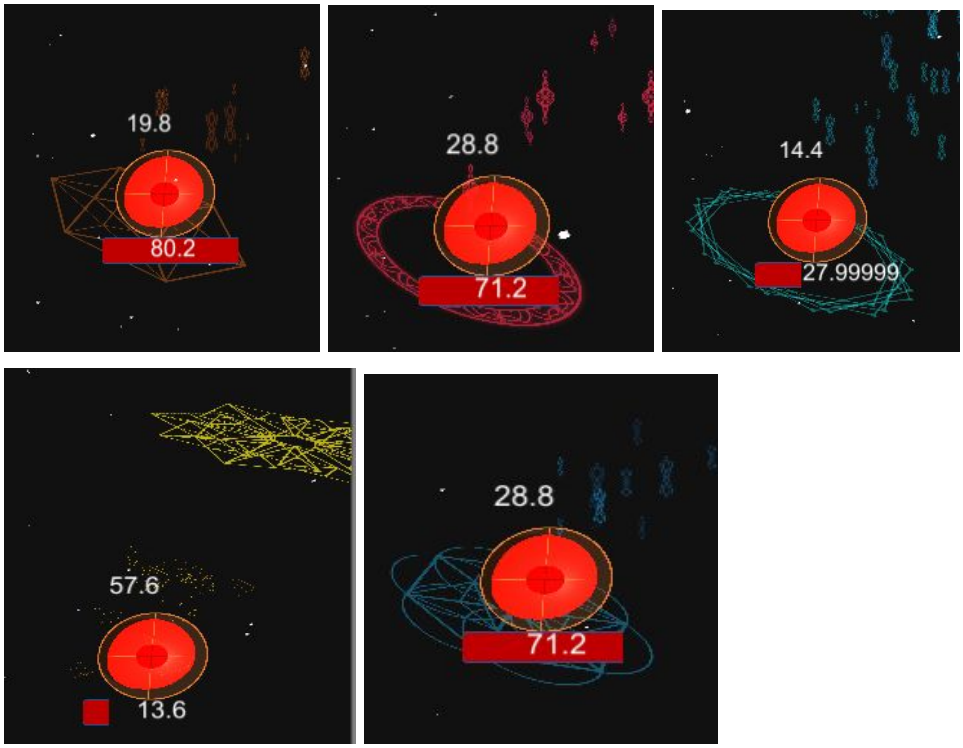
Because death has high consequences in games that feature permanent death, it often adds tension to playing the game and it encourages the player to stay focused and play more cautiously as opposed to games where the player can restart from the last checkpoint.

Automatic item generation system

Item generator function has been created as scriptable function. This helps us to create an item by clicking in the Unity. Moreover, we had to make items easier to get and more easily combine because our game is based on rogue-like. Normal, rare, epic, and legend items are randomly displayed after finish the dungeon. For efficiency, we automatically increased the ability of the item when the rarity is decided in one basic item. When we combine the same rarity items, we automatically create items that fit the rarity level.

Real-time skill effects with particle system

As mentioned earlier, our game uses 3D model and 3D effect in 2D view. Each of the three characters has different skills. Skills are activated in the form of a button, but in reality, 3D particle systems are used in the game to give the targeted enemy a more effective effect.



Challenges

Inexperience with UI design

I didn’t have any experience with UI. However, I have to make all of UI for our game. Although I don’t have any experience, I tried to thinking which is more convenient for people and how to make it efficiently. I've keep thinking a lot about what a user-friendly UI is and what images can be clearly expressed and easily used. Our goal was to make all UI as simple and as fast as possible.

Level design and game balancing

There are 3 characters, 7 stages, 9 items in our Dungeon and Legends game In particular, because our game was based on rogue-like standards, we chose enemy's ability and character's ability more carefully in each stage. In addition, elements such as item compensation, easy item reinforcement, and stores where players can purchase items are not allowed to leave, are added so that players can continue to play in the event is lost.

Art and Audio production

We are not so fortunate as to have dedicated artist or audio engineer participation . If we had professional artists and musicians, we would have created more high-quality games, but since we had made this game from two students who majored in RTICs, we had a lot of these limitations. So, based on what we learned in MUS115 class in the game, we used the rhythms that we wrote and created. And all

of the art was built directly from PowerPoint. At this point, this has caused a tremendous amount of time to be spent.