

“Escaping from Wildness”

Project Proposal

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## **Introduction**

The project is a 3D PC standalone escaping game called “Escaping from Wildness” based on the Unity game engine for people who are above 19 years old. The background of the game is around an love story between knight and princess under the chase of the king during the medieval period, and the game starts on the wildness. Players will control the knight character by using the keyboard, mouse and their wisdom to escape from wildness. During the escaping process, the player will not only encounter the danger from the wildness but also fight with the assassins in the shadow. The novel point of the game are multiple systems which are designed in the game, and we desire to design the fight system, collection system, NPC system and maze template for the game.

## **Outline of game play**

The game world would be the classic medieval wildness environment. When the game starts, it will begin with the animation combined with an audio source, and tell the background story to players. The character will spawn at a village, where a NPC will give the player some basic information about the game world. Players will also get some basic weapons from the NPC. The game world will be divided into three sections. Player need to find the fragments of the map in order to open the next section. Multiple paths are designed in the world. However, there is only one path that players can arrive at the destination. Different paths will lead player to experience different aspects of the game such as fighting with enemies, going through the maze, going through poison fog, dodging falling rocks and collecting fragments of map. At the final destination, player will encounter the boss of the game, which requires player to use different weapons that collected to fight with him. Last but not least, the game will be ended with another animation.

## **Game Requirements:**

### Main character

- third perspective view
- Knight model
- Contains 100 health, with 2 armor value, 2 attack value at the beginning
- Character can move and jump by using the keyboard, and attack by using the mouse key
- The character will also have different attack animations when players keep clicking the mouse value during a shot time
- The character could also equip with various equipments to increase the value of armor value and damage value
- As the character's health goes down to zero, the game will over

### Terrain

- Game world would be a square shape map with the medieval environment style
- On the left side of the map would be the ocean that the character can't move into the ocean
- On the right side of the map would be mountains surrounded that players can not climb on it
- The entire map will be potentially divided in to three sections.
- The poison marsh will be designed. As long as the character reaches the marsh range, he will get a debuff that decreases 1 health every 3 seconds.

- The forest maze will also be designed with trees by us. In the maze, players can only have the front view. They have to explore the maze and find the exit way.
- The falling rock area will be located at the last section of the game
- A lake area will be located near the mountains and there are some buff items that can give the positive state of the character.

### Game Items

- Two map fragments: Key game items that player must collect them to enable the next of the game world
- Apple: buff item that the character can increase 10 max health after he eats it
- Plum: buff item that the character may increase their speed for short time
- Poison Mushroom: debuff item that the character will decrease 5 health after he eat it

### Equipments:

- Sword, 5 attack value and 0 armor value
- Axe, 10 attack value and 0 armor value
- Stick, 3 attack value and 1 armor value
- Shield, 0 attack value and 3 armor value
- Armor, 0 attack value and 5 armor value
- Helmet, 0 attack value and 4 armor value

## NPC

Multiple NPCs will be applied in the game by using different 3d character models.

NPC will be located at different part of the game world

- Game start location
- Before an intersection of paths
- Before a natural danger zone
- Before fighting with BOSS
- Random part of the map

NPC type:

- Narrative NPC

These NPCs will tell the player the story or clues to find the right path.

- Map fragment #1 will be located behind a swamp
- Map fragment #2 will be located behind the poison fog
- Need to pass the maze in order to get to the poison fog
- There are enemies located on the side of the road that have the specific weapon
- After the falling rocks will find the BOSS

- Buff NPC

These NPCs will increase player's health status and weapon's damage value.

- Give player stick as start up weapon.
- Recover player's health after a natural danger.
- Increase weapon's damage value before the fight

## Enemies

- Enemies will spawn randomly at specific areas and will trace the character location in order to attack.
- When players kill all the enemies, player will have a chance to be reward with an equipment.
- Enemies will respawn after a period of time.
- Armed with sword enemies: attacking range smaller than spear
- Armed with spear enemies: attacking range larger than sword.
- Boss enemy with 200 health and 10 attack value
- Enemies will attack the character in a certain range with the certain attack speed

## Limitation

- The character can only move on the terrain within the slope of 60 degree
- The character cannot attack the NPCs

## Game Feature

- Third person perspective game
- Multiple audio sources will be applied in different situation
- Players will fight with Enemy AI by using keyboard and mouse.
- Collecting items in the world will give players positive buff
- NPC in the game will give clues to help player make the wight choice
- Players will travel through a maze forest and figure out to to get out from it

- Nature danger zones will be located around the game world such as falling rocks, swamp etc.
- Equipment system will reduce the difficulty of the game

### **Development tools to be used**

We choose the game engine Unity3d because Unity is a cross platform engine. When developing a game by using unity, the same code can work on many different platforms such as Mac, Android, IOS, Web and game consoles. We are only developing PC version for now, later on it can be run on different platforms with minimal modifications. We also choose to use C# as our program language. C# is a high-level programming language and unlike any other game engines based on C++, it has many elements and techniques that have already been introduced.