

Assignment Report

Top Down action RPG

Document version 0.2

Changelog	2
Situation	3
Boundaries	3
Requirements	4
Solutions	5
Solution #1: Escape the forest	5
Solution #2: Shooter action	6
Solution #3: Endless fun while escaping the forest	7
Solution #4: Endless fun	8
Extra info	9

Changelog

V0.2: Added Solution #4

Situation

Strong Reflection Studios is working on a new 6/16 bit styled top down action RPG game. The game still is in it's prototype phase.

The game contains a combination of open world and dungeon/indoor levels. With your weapons, collected power and items, you defeat the enemies around you and search for the boss with great loots as reward!

Boundaries

The project starts on the 25th of February and should be completed within 5 weeks(before the 29th of March) The game will only be developed by me(Menno van Hout). The budget for this project is around 18.000 euro's,

Requirements

- 8 or 16 bit styled art.
- Both keyboard and controller support.
- Attacking enemies.
- 2 kinds of enemies: regular enemies and a boss.
- 1 world(overworld) with 3 levels (dungeon or indoor).
- Items/Power Ups/Money/Health.
- Inventory system which you can use to collect items and see your items.
- Puzzles to unlock the levels.
- 3 scenes (Title screen, Pause menu, in-game HUD).

Solutions

Solution #1: Escape the forest

The first concept is a concept where the player starts alone in the middle of a forest. The player is alone and needs to figure out how to get out of this forest. He wants to go back home. While searching around the player will find clues and need to solve puzzles to get home. This concept is a little like the serie "Stranger things" Sometimes there are holes in certain trees where you can go through. Going through such a whole brings you in a level which you have to complete and gather keys to unlock hidden doors.

Pro's
Big forest.
Quite and satisfying gameplay.
Cons
1 Theme
Can be boring on long term.

For this solution I will:

Create a nice and quiet forest where the player can walk around. Fight different kind of enemies. Trees where the player can teleport through. A combat system more hack and slash ish instead of shooting weapons. A Inventory system to collect items like the keys to unlock doors.

Estimated costs: € 15.000,-

Solution #2: Shooter action

The village you used to live in is taken by rebels. You are the leader of a SWAT looking team. Together with 3 AI's who follow you to every level. You'll need to kill all rebels and take back your city. Clear houses from the rebels and safe hostages. It is a bit like the serie "The Punisher" and inspired from the game "Tom Clancy's The Division".

Pro's
Very much action.
Leader of the group with AI's following you and the orders you give them.
You'll have to figure out good tactics.
Cons
Can't discover the world without getting in a fight.

For this solution I will:

Create a city with houses which the player can enter. An AI system for the rebel group of the player. Inventory and shop system for the player to buy better weapons and keep track of his ammo. Enemies who shoot at the player and his rebel group.

Estimated costs: € 18.000,-

Solution #3: Endless fun while escaping the forest

This concept is for almost endless fun. We'll take a look at the game "The binding of Isaac" and combine this with a really cool adventure RPG. The player is a child and needs to kill all his bad dreams and nightmares. The houses in this village take the player to randomly generate underground dungeons. No level is the same. It is a pretty hard game if you die you need to start the level all over and it will be different. Of course you need to collect health and look out which rooms you enter. People will pay you for slaying monsters in their houses. With money you can buy extra lives and weapons.

Pro's
Randomly generated levels for endless fun.
Fun levels with many different kinds of enemies.
Cons
The concept of the levels keep being the same.

For this solution I will:

Create a village with different types of houses. An Inventory system way more types of weapons like bombs etc. System that will randomly generate levels. And a weapon system for these weapons.

Estimated costs: € 16.500,-

Solution #4: Endless fun

This concept is all about a combination of concept #3 and #1 as the client wished for. We'll create a little village with a forest where the village is taken by mystic creatures. In the village is a school which is overtaken by a big creature(the boss). You want to save the school but you are not strong enough. The player needs to gather strength and items in the forest to be able to slaughter the creature in the school. By going through trees that are open you can get in a level.

Pro's
Randomly generated levels for endless fun.
Fun levels with many different kinds of enemies.
Quite and satisfying gameplay.
Cons
The concept of the levels keep being the same.

For this solution I will:

Create a village with different types of houses and forest. An Inventory system way more types of weapons like bombs etc. System that will randomly generate levels. And a weapon system for these weapons. And a system to see and go trough random trees.

Estimated costs: € 18.000,-

Extra info

For all those concepts I'll create a fully working game fitting the requirements. All games will be windows only packaged as .exe. And run with xbox one/xbox 360 controllers as well as with mouse and keyboard.