

# BATTLE OF HOGWARTS

- **Genre:-** Roleplay, Action-Adventure, Strategy
- **Platform :-** Windows/PC
- **Tools:-** Unity, Blender

## Basic Idea of the Game

The game is based on the idea of living a life in Hogwarts and having to learn different spells and tricks to prepare for House cup where it will transform into a war like combat game.

Overall, it will give a thrilling experience to all its players by creating a unique blend of thrilling adventure, combat, and strategy.



## **Plot/Story**

The game revolves around a boy who goes to Hogwarts and is sorted into Slytherin. The game progresses as he takes everyday decisions to solve everyday tasks and learns spells and tries to win House Cup. It is basically a role play game which slowly progresses into combat mode.

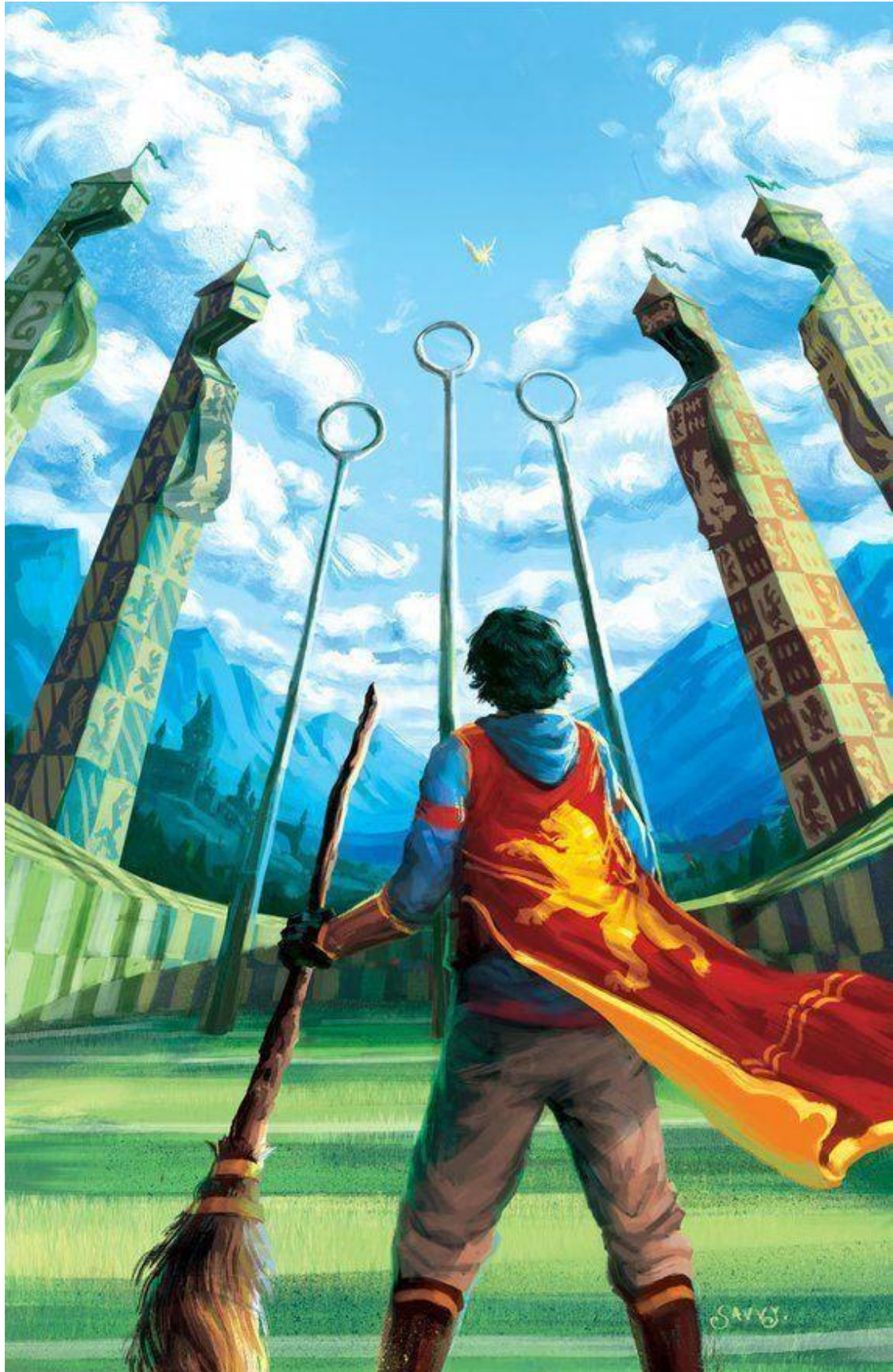
## **Environment**

**Hogwarts Castle** is a large, seven-storey high building supported by magic, with a hundred and forty two staircases throughout its many towers and turrets and very deep dungeons. Hogwarts is built in a valley area — surrounding mountains are part of the landscape — with the fairly large Lake to the south of the main building.

## **Gameplay**

Everyday the player would be assigned few tasks for which points would be added/subtracted to his house. Tasks would involve various spells, mastering riding beasts etc. The tournament would start after five days. The tournament would involve first a Quidditch Tournament followed by one to one competition in spells.

Each spell could only be learned after gaining the required amount of points from daily tasks. Quidditch would involve doing daily practice to improve rating until the tournament.



**Quidditch** (formerly known as **Kwidditch** and **Cuaditch**) was a wizarding sport played on broomsticks. It was the most popular game and most well-known game among wizards and witches, and, according to Rubeus Hagrid, the equivalent to Muggles' passion for football (Soccer).

The object of the game was to score more points than your opponents. Each goal was worth ten points and catching the Golden Snitch was worth one-hundred and fifty points. The game ended when the Snitch was caught or an agreement was reached between the captains of both teams. Some games could go on for many days if the Snitch was not caught.

### **Combat Rules**

The combatants faced each other and bowed, as a sign of respect, before they placed themselves in an accepted combative position and, at the count of three, attempted to disarm, stun, injure, defeat, or kill each other in order to force submission, and thus a winner would be decided

### **Goal**

The game continues as each day player tries to complete tasks and win points. The final goal is to win the House Cup.

## **Target Experience**

The game intends to produce a target experience of **mystery** and **skill**.

The combat part of the game ensures that the player investing an amount of time in learning the way curses are spelt , mastering the timing of their attacks and blocks. Some time also has to be given for Quidditch practice.

## **Plan of Action**

Before coming to how the plan would start, let's look up at what the game wants from the three broad categories of people who'd be working on it.

### **1. Programmer's involvement**

A tentative list of scripts that the game requires would include:

- Attack
- Defense (mostly similar for hero/enemies)
- The Decoding Mechanism
- The random allocation of wizards in the rooms
- Giving Enemy AI to make him fight back
- Scripts for the UIs
- Quidditch Game mechanism

### **2. Artist's involvement**

The game (in the first case scenario) would be in 3D. The assets that the game would need to have, include:

- Hogwarts Castle
- Rooms (or a single room that can be changed slightly for levels)
- Students
- Professors

- Animations associated with all combat
- Animations related to Quidditch
- The artifacts required for decoding part
- The UI of the game
- The special effects during the combat

### **3. Designer's involvement**

The game calls up for the designer's work throughout it would be built. The primary tasks of the designer would include:

- Coming up with new and unique ideas for the daily tasks.
- Making the perfect balance of hitpoints, damage, and advantages given to the hero/enemy ensures the game never goes biased.

There's a lot of input that the designer would have to put along the way.

Other than these, one major part would be sound design. The sound would undoubtedly play a significant role in creating the environment this fantasy-based game intends to make.

### **The Plan**

The plan can be broken down into the following phases:



### **1. Phase One - Building the firsts**

The art team starts with building the environment of the game, primary characters, and animations. Parallely, the programming team can start with the scripts, testing them on dummies while the art team works on the final ones.

### **2.Phase Two - Bringing them together**

Once we are up with the basic characters and scripts, the teams would start bringing the characters, rooms, ideas together and try completing one complete level(day) and match of quidditch with the combat part working right, along with the decoding mechanism. These firsts getting worked precisely would induce the days (levels) and tournament to be built better.

### **3.Phase Three - Debugging**

The game includes numerous things working together. Though this makes it involving, it also creates the possibility of a good number of bugs. There would be a dedicated time required for debugging.

**Extras/Possibilities that can be included later**

The game can be built furthermore if time permits. The possibilities that can be included in the game once an alpha build is successfully made:

- Making the game available on **android** as well
- Making the game **multiplayer** with people coming as a team.
- Allowing everyday duels between students.