Overview:

Our project aims to design a DOTA-like simulation game in both PC and Android platform.

Our ignition slide:

https://d1b10bmlvqabco.cloudfront.net/attach/hs94ucsxscm1dy/ht0anhfu3ze4qy/hvtqn3uwig1i/intro.pdf

YouTube link to our Ignition presentation:

http://www.youtube.com/watch?v=\_YJRpfyxP4c&feature=share&t=1h34m17s

Project's ideation:

This project originated from an unfulfilled desire YanHao had during last school vacation - to play DOTA anytime, anywhere!

C-DOTA tries to combine DOTA's RPG (Role Play Game) and RTS (Real Time Strategy) components with SLG (Simulation Game) such as Hero of Might and Magic, the result would be SLG but in DOTA-like map and the player will enjoy this game by selecting and controlling one of the DOTA-like heroes.

Players can enjoy this DOTA-like game environment without have to be 100% concentrated in the game!

Targeted audience:

DOTAers who would like to play DOTA even when

1. they do not have the time to sit down in front of the computer for a long period of time,

2. they are on bus, train or plane, unable to be fully concentrated,

3. they do not have computers or internet connection,

4. they would like to play dota-like game but in a more relaxing way,

5. they can pause and unpause the game any time they want,

6. they can play the DOTA-like game and do other stuffs at the same time!

Self evaluation of your project:

Due to limited amount of time, nonrealistic self-confidence and other unexpected events, we are not able to implement all of our planned features (marked in red in features). Yet, based on our own learning throughout the two months course as well as the feedback gathered from beta testing users, we believe that we are capable of achieving at least Gemini level, possible Apollo 11.

Website of the Game (game introduction, help, download…):

http://wangyanhao1993.wix.com/nus-c-dota

Features that has been done between milestone 1 and milestone 3:

Feature 1:

Design a few heroes feature for player to control throughout the game. (both in PC and in Android) ***(only one hero feature is created (with four different skills))***

Feature 2:

Hero modeling in renders. (in Android)

Feature 3:

Implement round feature. (both in PC and in Android)

Feature 4:

Allow hero to move around in the game map. (both in PC and in Android)

Feature 5:

Advanced Mathematics Acceleration Framework (Intel OpenCL, Renderscript, Accelerate.framework)

(in Android)

Feature 6:

Design a few items for player to purchase. (both in PC and in Android)

Feature 7:

Design skills and level. (in PC) ***(connection between skill and level still not clear)***

Feature 8:

Allow hero to perform various actions. (both in PC and in Android)

Feature 8.1:

Action : buy item (both in PC and in Android)

Feature 8.2:

Action : sell item (in PC)

Feature 8.3:

Action : choose and upgrade hero's skill (in PC) ***(skills still rudimentary, cannot be upgraded)***

Feature 8.4:

Action : use skill (in PC)

Feature 8.5:

Action : attack (both in PC and in Android)

Feature 9:

Design a proper world map. (both in PC and in Android)

Feature 10:

Design towers. (in PC)

Feature 11:

Design towers AI. (in PC)

Feature 12:

Design line creeps. (in PC)

Feature 12.1:

Line Creeps are capable of upgrading themselves after certain round. (in PC)

Feature 12.2:

Super Creeps will spawn after barracks have been destroyed. (in PC)

Feature 13:

Design rudimentary line creeps AI. (in PC)

Feature 14:

Customisable Map Mesh (both in PC and in Android)

Feature 15:

Better Graphics: Lighting (in Android)

Features to be done before next milestone :

Feature 1:

Design a few usable items. (both in PC and in Android) ***(not done in Android)***

Feature 2:

Hero Action : use usable item (both in PC and in Android) ***(not done in Android)***

Feature 3:

Design a more detailed map with better graphics. (both in PC and in Android)

Feature 4:

More advanced line creep AI. (both in PC and in Android)

Feature 5 :

Port all existing Game Logic in PC to Android ***(not complete, hero skills and selling item not implemented in Android)***

Feature 6:

Design rudimentary hero AI. (both in PC and in Android) ***(not done since only one complete hero feature)***

Feature 7:

Allow player to game with AI. (one on one) (both in PC and in Android) ***(can only play against creeps since no hero AI exists)***

Feature 8:

Design and add neutral creeps. (both in PC and in Android) ***(not done in Android)***

Feature 9:

Design neutral creeps AI. (both in PC and in Android) ***(not done in Android)***

Feature 10:

Design help menu to show game features and how to play the game. (both in PC and in Android) ***(both provides hyperlink to our website)***

Additional Features that has been implemented during last milestone:

Add Feature 1:

Implement building protection mechanism (eg. Tower 2 cannot be attacked before Tower 1 is destroyed) (both in Android and PC)

Add Feature 2:

Implement better map shadow (trees will block sight, and AI won’t “see” enemies out of sight) (both in Android and PC)

Add Feature 3:

Hero skill can summon creatures which can be controlled by hero or AI (only invoke if heroes do not control them) (in PC)