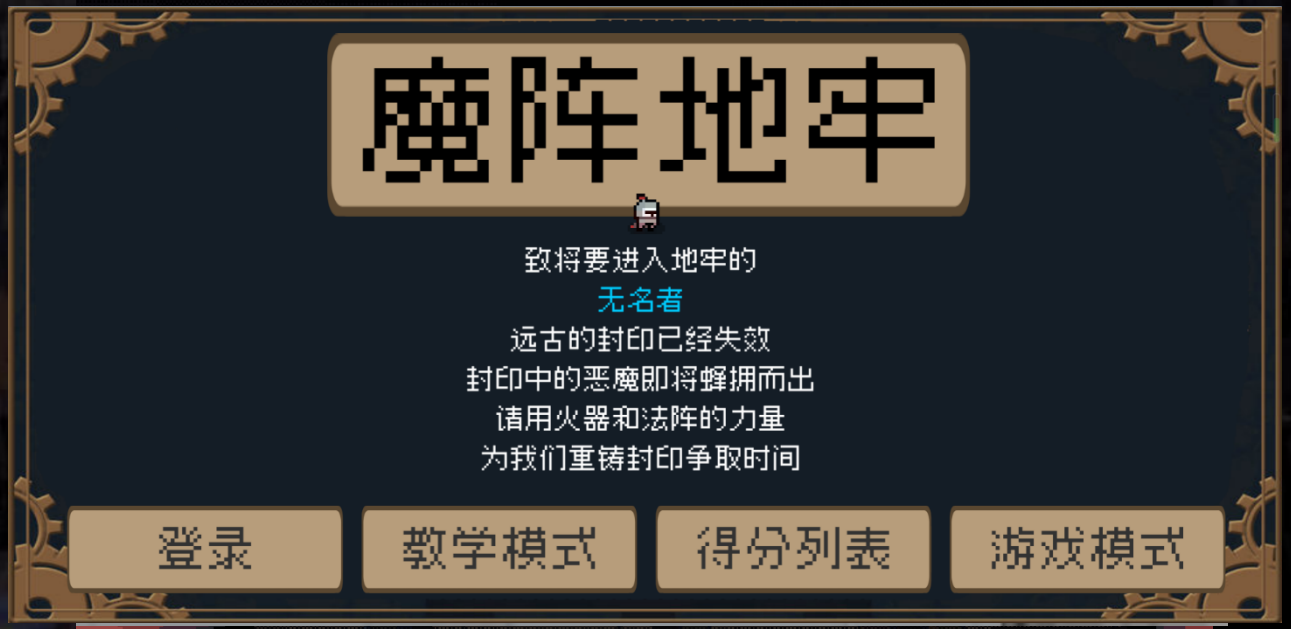
MF Dungeon

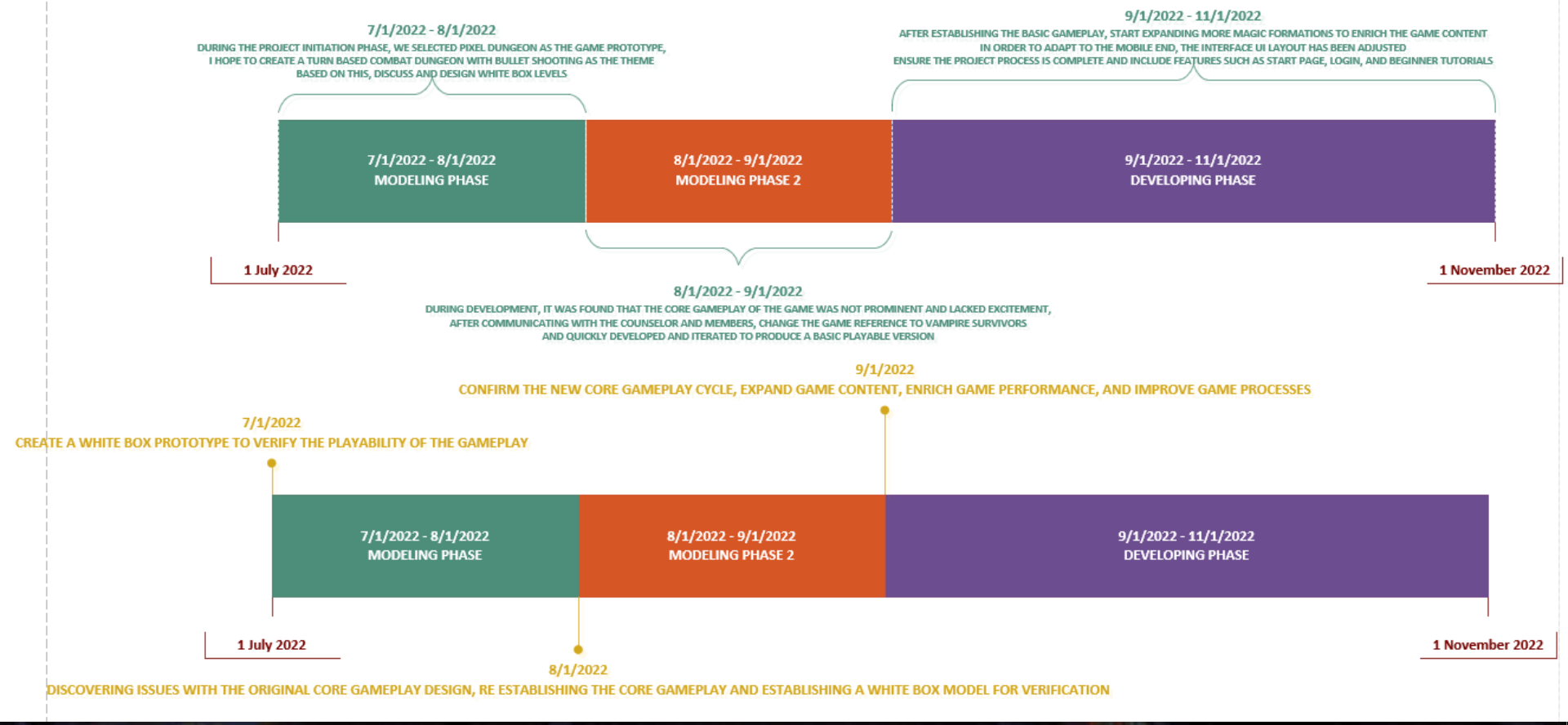

魔阵地牢
致将要进入地牢的
无名者
远古的封印已经失效
封印中的恶魔即将蜂拥而出
请用火器和法阵的力量
为我们重铸封印争取时间
登录
教学模式
得分列表
游戏模式

Initiative

After the game "Vampire Survivor" became popular, I was so crazy about it that I played many similar survivor games. During the gameplay, I wondered whether I could make a survivor game of my own to confirm whether I was able to keep abreast of an emerging trend and use hot spot to achieve my success.

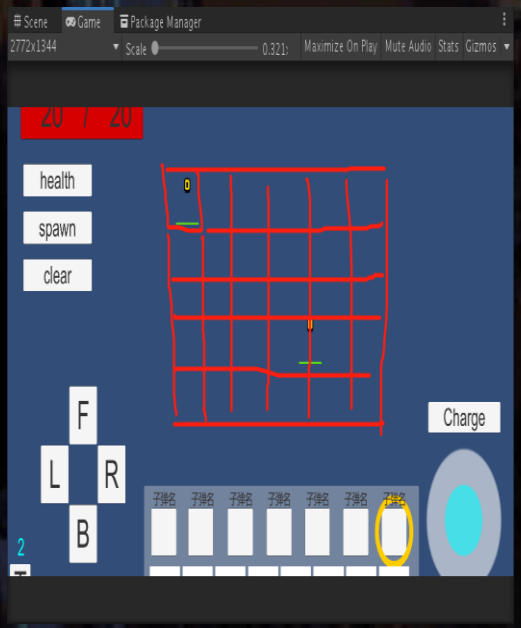
And I am also very interested in mobile game development. Mobile phones are widely used in China, with mobile game players accounting for a large proportion. I hope to equip myself with experience in developing mobile games, so that the games I intend to develop in the future have more market potentials.

Development process

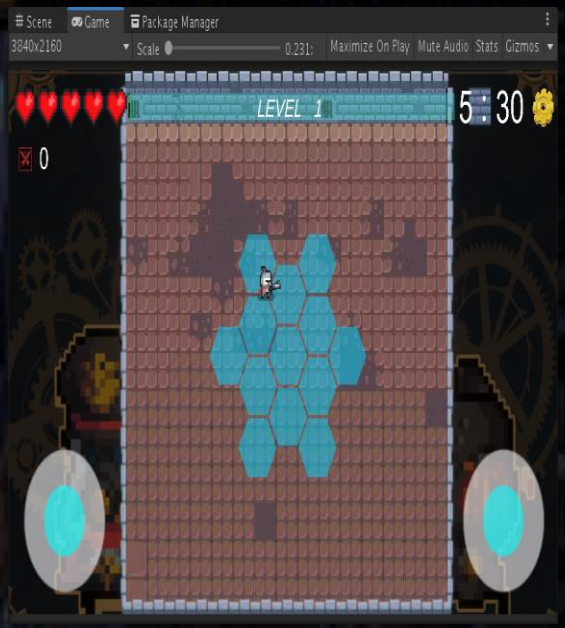


Development process

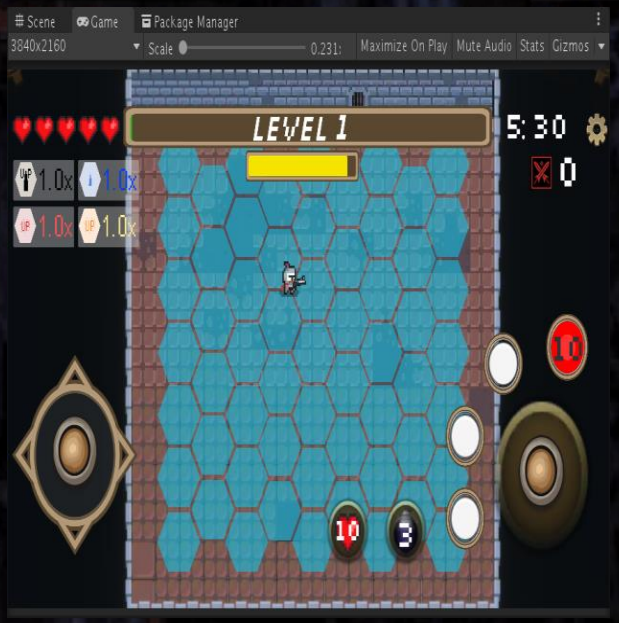
Modeling Phase



Modeling Phase 2

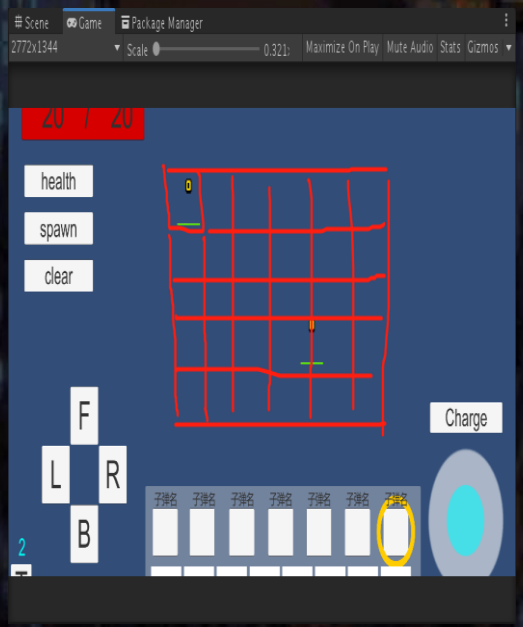


Developing Phase



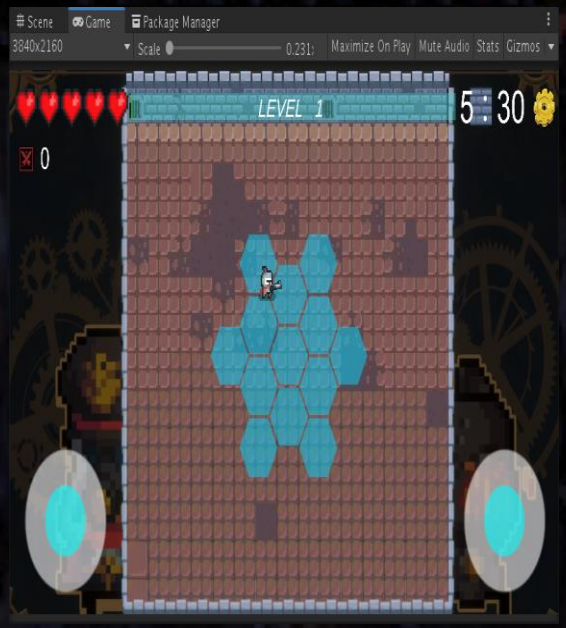
Development process

Modeling Phase



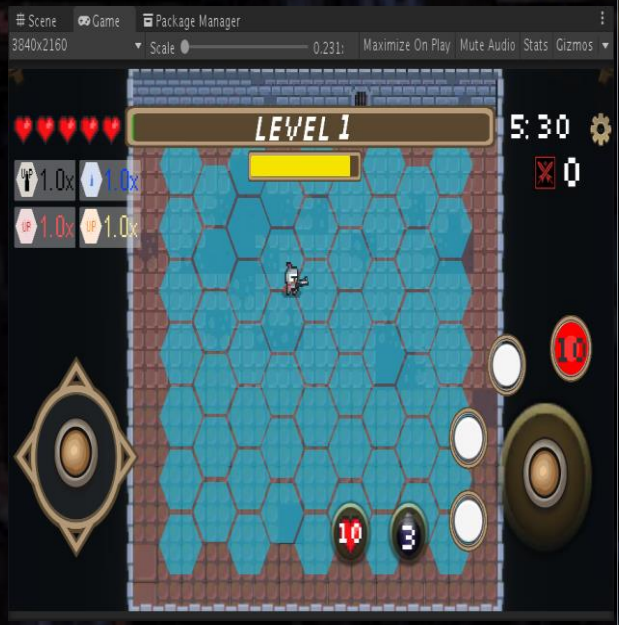
Create basic interface prototypes and verify game play in a white box scene. After verifying that the core gameplay can give players our expected feedback, we enter the stage of content refinement and enrichment.

Modeling Phase 2



Import art materials to beautify the scene, use a small scene to verify the interactive feedback effect of players placing magic circles in our gameplay, and implement other program function modules in the game.

Developing Phase

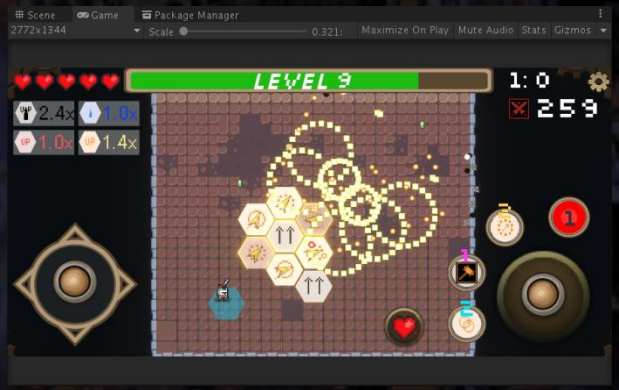


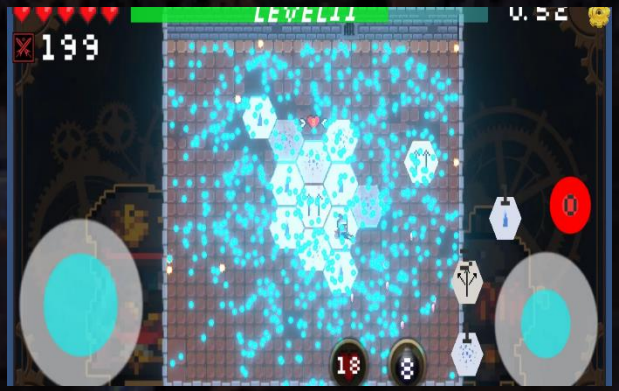
Introduce a multiplier enhancement system to enrich the growth dimension of the character, adjust the UI layout of the interface to suit mobile operations, and conduct level testing and numerical debugging according to the specifications of the official level.

Outcome

This project enables me to learn a lot about the different key points of mobile game development and PC game development and gives me deeper insights into the design pattern of survivor-like games.

There are some feedback from players after trial that game operation is relatively difficult and shooting feel is poor, but many players also highly affirmed the innovation and coolness of the magic circle construction gameplay we designed.





Individual contributions

I am a member of the team with roles in programming, planning, and project management. All other team members, except for me, are all designers and artists.

As a project manager, my responsibilities include task allocation, progress management, team motivation, deliverable handover, asset management, and conducting meetings.

As the sole programmer, I am responsible for developing all the programming functionalities in the game, including but not limited to: implementation of object pooling and singleton patterns, level management, character controls (3C), bullet collision logic, monster AI, magic circle charging logic, main menu UI functionalities (including user login and score storage), and mobile porting.

As a game designer, my job is to design the main gameplay, interface prototypes, battle rules, monsters, magic effects, and tuitions, make numerical adjustments, and conduct debugging tests.

The game ultimately received one award : Silver Award for the 2022 Tencent Summer Game Designers Open Course Closing Project

Reflection

The biggest challenge I encountered during development is operation adaptation: We use mouse and keyboard for operation on PC. But we ignored the operational differences between PC and mobile games. The simple operation of keyboard and mouse, which was originally ported to mobile phone, has become a dual joystick operation, doubling the difficulty of operation.

To solve this problem, we tried many modification methods, such as adding automatic shooting, simplifying shooting direction to left and right shooting. In the end, an automatic shooting was introduced to the joystick to simplify the shooting process.