Name: Andrew Kapp

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Group Members:

Project Type (animation, game, visual novel, website, comic etc.): game

Project Name: Trials of Atlas (Work Shopping)

Description:

Trials of Atlas (ToA) is an action Rogue-lite meant to emulate a training simulation for fictional soldiers. In the simulation, the player’s character is faced with a dungeon that they must clear with the help of various buffs and abilities found by clearing the dungeon rooms.

Players will have multiple skills and stats to increase as they play and performing certain actions gives gains to certain skills’ levels to reinforce the aspect that this game is about training. Skill levels and experience persist between runs and make to be this game’s main currency.

This project is meant to challenge my technical and design abilities to build a game that balances autonomous content creation and hand-built assets to form a cohesive, playable experience. The idea is to improve on previous projects and to improve my own abilities as a developer while building a respectable portfolio piece that could be used as a showcase and learning experience.

Inspirations/Sources:

* Hades – Supergiant Games (2020)
* NieR Automata – Platinum Games (2017)
* Procedurally Generated Dungeons – Vazgriz (2022) - <https://youtu.be/rBY2Dzej03A>
* Recreating Batman Arkham's Free Flow Combat – Mix and Jam (2022) - <https://www.youtube.com/watch?v=GFOpKcpKGKQ>

Goals (paragraph form):

My goal is to make a game that I want to play and improve my skills as a game engineer and game designer. To meet these ends, I wish to make a Rogue-lite due to the design challenges surrounding the roguelike genre and its neighbour, the Rogue-lite, with a special focus on finding a balance between random or procedural generation and hard-designed elements.

Finding the balance between random and designed will fall mostly in the dungeon-building process, as the goal is to have random dungeon layouts, but prebuilt rooms and encounters designed by hand. When working together, I sense that these elements can give the game an engaging and fresh feel even after multiple runs.

To improve as a game engineer, I will be looking at other people’s code and projects and then implementing them with my own upgrades and modifications to suit my needs, this process should help my exploration of design patterns, useful algorithms, and use cases for structures and patterns I have used before in a vacuum.

To improve as a game designer will come from the journey of the project. I will be doing as much of the heavy lifting as I can to meet the goals I have set and whether those goals are met or not will make for my personal improvement as a designer.

Goals (rubric form):

|  |  |
| --- | --- |
| Goal (Personal) | Weighting |
| Implement researched Algorithms and improve on sourced systems to match my needs. | 30 |
| Research and apply Game Design patterns found in Rogue-lites and action games to make a dungeon crawler experience. | 20 |
|  |  |
| Total | 50% |

|  |  |
| --- | --- |
| Goal (Project) | Weighting |
| Procedurally Generated Dungeon using researched algorithms and design patterns. | 20 |
| Successful application of Rogue Design principals (make a rogue-lite) | 15 |
| Robust Combat system | 15 |
| Total | 50% |

Timeline:

|  |  |
| --- | --- |
| **Activity** | **Notes** |
| Dungeon Generation Engineering | Develop an autonomous dungeon generator on which to build the game. This may take upwards of 2 weeks to build completely but got an early start. |
| Character Controller and Combat System | Build a character controller capable of entering, exiting and partaking in combat encounters.  This will be the longest part of the development process due to the need for assets. This may take a month (4 weeks) to build.  - The main character asset has been drafted which will be used to animate and implement as a draft.   * Enemy assets will be sourced from Mixamo along with the animations to match. |
| First Playtest | An initial Playtest will be used to gauge the viability or need for the Dungeon to be expanded or for the focus to be shifted completely to gameplay. The changes will be implemented over the following two weeks. |
| Tweaking and Further Development | This is the period after the first playtest until the final submission and exhibition, this will include polish and playtesting. Following an iterative process as a reactive ideology is adapted until the project is submitted. |