

# Dog Knight - Shiba's Adventure

A Game made by Taehun Jang, Ari Hu, Chathuri Palanivelu

CS 4332.001 Infinite Studios, Team 19

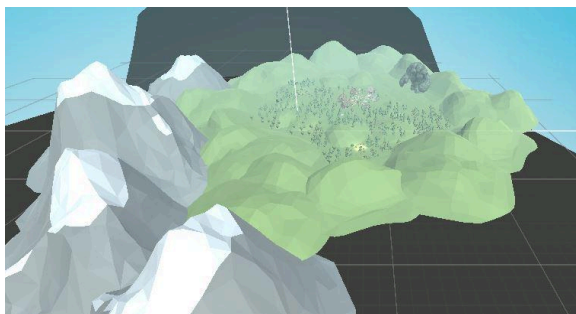
## Story

Shiba is a valiant knight, known across the kingdom of Brushwood for his bravery and loyalty to the crown. However, with his unbroken streak of victories Shiba had become cocky. He no longer found joy in sparring his fellow knights who could not give him the challenge he wanted to improve his skills. He later had fallen from grace when he had been caught stealing peanut butter from the castle. He thought he could get away from stealing a few jars and had hoped that his favorite snack would bring his spirits up, but his gluttony had only brought him his downfall. The king had stripped his title of knight for his thievery. Shiba was at loss, and was ready to do anything to redeem himself and reclaim his knighthood. The king finally relented, and vowed to give his title back if he could defeat the enemies in the Forest of the Forsaken. Shiba is ready to beat the rumored beasts in the forest, unknown to him the challenges and adventure that awaits him.

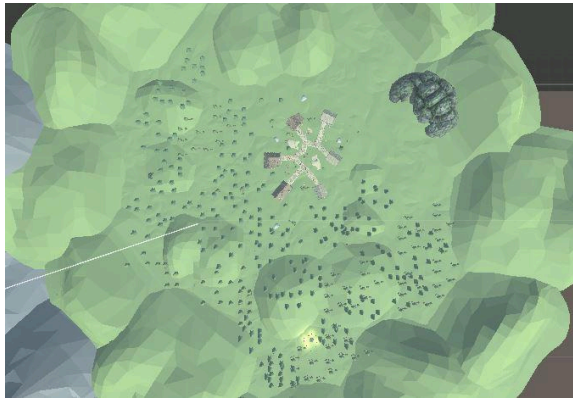
## Map of Terrain

### Overworld - Brushwood Kingdom

The game is set in Brushwood kingdom, which has a medium-sized population of animals. The kingdom is in a much stable condition as there had not been wars waged in several years and has a strong line of defense, including the strong knights who protect the kingdom. The citizens eat a wide range of cuisine ranging from meats to simple vegetables, including an odd fondness towards peanut butter. This has led to storing the delicacy under the castle's protection and is supplied in limited amounts.



## Map View



## Village Entrance



## Brushwood Village



## **Forest of the Forsaken**

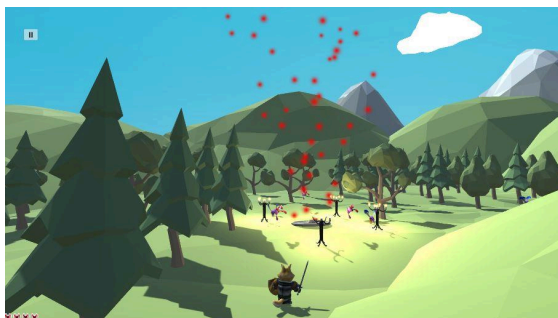
The origin for the name of this forest close to the Brushwood kingdom is unknown, but it is rumored that some of the most notorious animals from various kingdoms had escaped to this forest for refuge. These animals had rarely left the forest once they had entered, but the threat these criminals pose to nearby kingdoms is huge as one could never know when they would strike.



## **Map View**



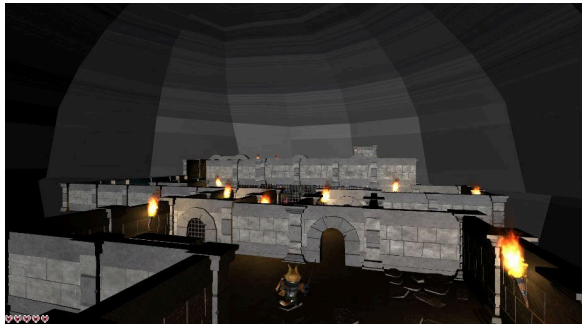
## **Mysterious Portal**



## **Dungeon of Doom**

Those who visit this forest know better than to enter these dungeons for many who had entered them had not come back. They are built from stone and are likely the haunt of criminals across the world. It is difficult to navigate without certain skills.

### **Dungeon Entrance**

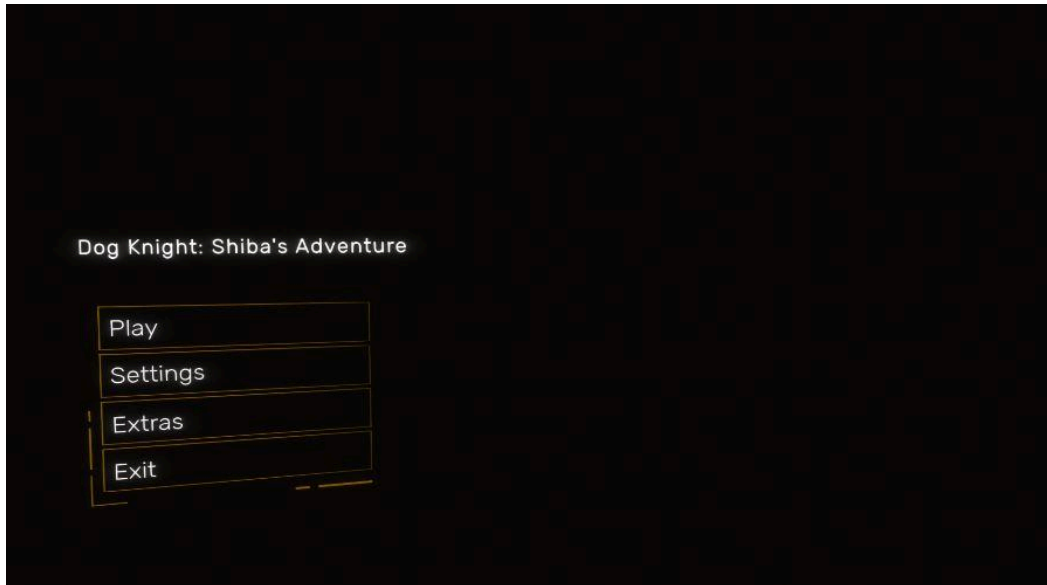


### **Map View**



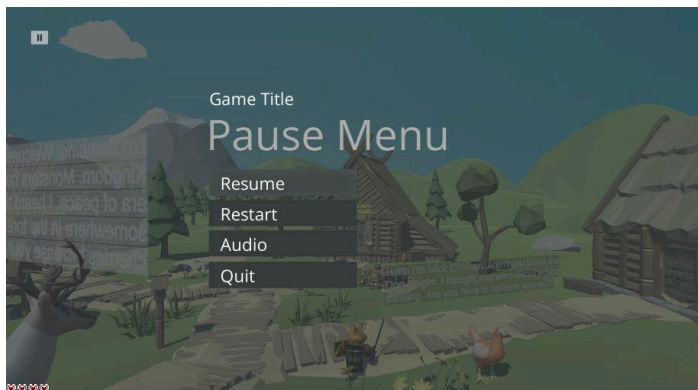
# How to Play

Loading Screen:



The game starts in the Main Menu. Click “Play” to start the game, “Settings” to tweak the audio, and “Extras” to skip directly to dungeon mode.

Pause Menu:



Controls:

- Left Click - Attack (Deals 5 damage) or break box
- Right Click - Recover (Heals 1 hp)
- Space - Jump
- Esc - Brings up Pause Menu

Objective of the game:

To beat the game, the player has to defeat all the enemies in the overworld or the dungeon. The player can explore the overworld, where the playable character, Shiba, can meet the various citizens of Brushwood Kingdom (NPCs). The player can learn how the combat system works by defeating the smaller minions, and eventually go to the dungeon to be challenged and defeat the dungeon boss. A few boxes are scattered across the Overworld where Shiba can collect cherries that can improve chances of defeating enemies.

### **Items**

**Boxes** - Crates are scattered across the forest and dungeons. Shiba can break these boxes and be able to find items like fruits or nothing in them.



**Cherry:** Picking up cherries from boxes can add 1 hp to total health



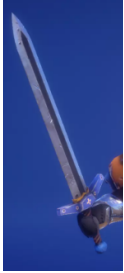
## **Character Introduction**

### **Main Character**

**Dog Knight-** Shiba is a former knight of the Brushwood kingdom. He is extremely skilled in combat and is considered one of the strongest knights of his kingdom. He always carries his sword and shield and likes the thrill of fighting. Before his demotion, he was considered a very friendly comrade among his fellow knights. He is very loyal to his kingdom and is eager to prove his loyalty and regain the trust of the king by defeating the criminals in the Forest of the Forsaken. While he is quite confident in his combat skills, he is always looking forward to a challenge. His main weakness is his love for peanut butter.



**Sword** - Does 5 damage to enemies (Left Click)

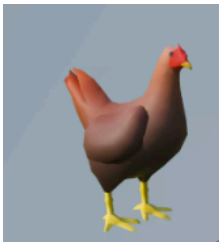


**Shield** - Allows Dog Knight to recover 1 hp (Right Click)



### List of NPC

**Mick Chicken**- A helpful chicken that will give hints along your quest. It's also a passive enemy that won't attack you.



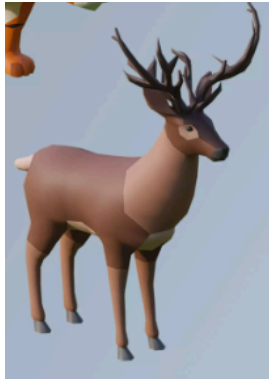
**Tony**- A wise tiger that will give hints about combat. It's also a passive enemy that won't attack you.



**King** - The King of Brushwood Kingdom, a wolf whose bravery knows no bounds. It's also a passive enemy that won't attack you.



**Bambino** - A deer who likes to tell stories, which can give good insight on lore. It's also a passive enemy that won't attack you.



**Ms. Cat** - A former knight that will laugh at you. It's also a passive enemy that won't attack you.



### **List of Overworld Enemies**

**Crimson Slug**- A slug that likes to munch on trees. It somehow hates dogs.



**Raven Fly** - A bird-insect hybrid that likes to eat flowers. It somehow hates things that wear knight armor





## List of Dungeon Enemies

**Blue Sheldon** - An Enemy that will hurt you if you touch it, also hates dogs. Its an aggressive enemy, that will attack on sight

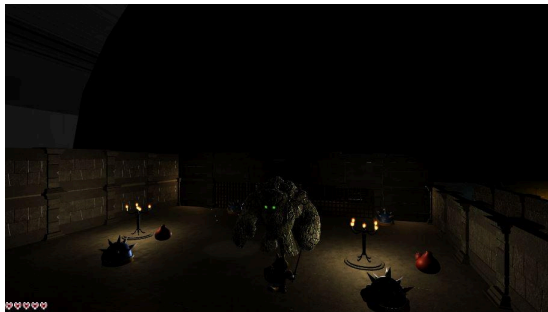


**Slime** - A slime that hates dogs. It's an aggressive enemy, that will attack on sight

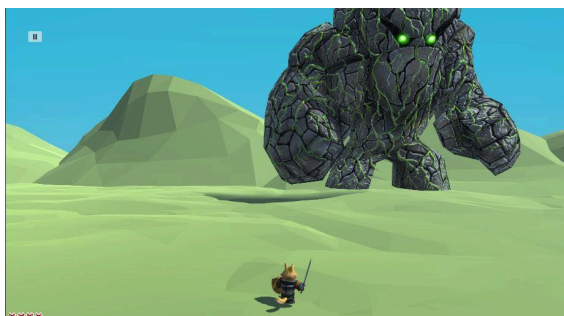


## List of Bosses

**Elderwood Guardian** - One of the first creatures to have fled to the forest and resides in a dungeon. Although he is old, he is not to be underestimated when it comes to his fighting skills. The years living in the forest have made him accustomed to violence and thus battling has become second nature.



**Colossus Guardian** - The root of all Evil, found at the border of the forest.



## Implementation Timeline

The game was implemented using Unity. For the version control, we used GitHub. For the game object models, we used free assets available in the Unity store. We decided to design our scenes and characters based on the story of the game. Debugging was done through basic print statements, `UnityEngine.Debug.Log()`, and adding breakpoints to see step-by-step code. We implemented the milestone features below. We were able to finish everything except the cutscene, additional items, and additional moves. There were also bugs regarding the pause menu that we couldn't fix.

| Milestone | Description  | Due   |
|-----------|--|-------|
| #1        | - <i>Finish Designing World Map, Forest, and Dungeon Concept</i>   | 03/15 |
| #2        | - <i>Finish Designing Items, Details, and HUD</i>  | 03/22 |
| #3        | - <i>Finish prototype that includes overworld, and develop complete boss fight and enemy mechanics</i>   | 04/05 |
| #4        | - <i>Finish prototype that includes forest, dungeons, items, Sound effects, and visual effects.</i>  | 04/19 |
| #5        | - <i>Testing and adding additional features</i>  | 04/26 |
| Backlog   | <ul style="list-style-type: none"><li>- <i>Cutscenes to explain the game story</i></li><li>- <i>Possible additional levels and items</i></li><li>- <i>Adding more moves that Shiba could perform</i></li></ul> | 05/03 |

## **Game Development Experience**

The development of this game was a good experience for us as we got to learn how to collaborate and create a 3D game. We were able to complete most of the goals we had set at the beginning of the semester.

One obstacle we encountered was not being able to follow our implementation timeline. We were behind our schedule to complete certain goals within a period which led to some development delays. We could complete our tasks on time by spending more time on the project in later weeks. We also faced certain technical challenges when working on the game such as difficulties in implementing the heart system, persisting game objects when the scene changes, coming up with a combat system, and deciding the difficulty of the game. By discussing our ideas and going through some documentation and posts, these coding challenges were resolved.

A way to improve the final product was to add more levels, items, and moves for Shiba. This would add more longevity and variety to the game so that players continue playing. Another improvement would be to add better logic for the combat to challenge game players. Including cutscenes or interactive dialogues between Shiba and the NPCs like the animals in Brushwood Kingdom and the enemies would have helped give the audience a better picture of the story of the game. More testing could be done to refine the gameplay experience and to find and fix potential bugs.

## **Assets from Unity Store**

Dog Knight:

<https://assetstore.unity.com/packages/3d/characters/animals/dog-knight-pbr-polyart-135227>

Fruits:

<https://assetstore.unity.com/packages/3d/food-props-163295>

Boxes:

<https://assetstore.unity.com/packages/3d/props/exterior/medieval-barrels-and-boxes-137474>

Brushwood Kingdom:

<https://assetstore.unity.com/packages/3d/environments/landscapes/rpg-poly-pack-lite-148410>

Dungeons of Doom:

<https://assetstore.unity.com/packages/3d/environments/dungeons/simple-modular-dungeon-259641>

Passive NPCs:

<https://assetstore.unity.com/packages/3d/characters/animals/animals-free-260727#reviews>

Overworld enemies:

<https://assetstore.unity.com/packages/3d/characters/creatures/monster-minion-survivor-pbr-polyart-269515>

Dungeon enemies:

<https://assetstore.unity.com/packages/3d/characters/creatures/rpg-monster-duo-pbr-polyart-157762>

Elderwood Guardian:

<https://assetstore.unity.com/packages/3d/characters/humanoids/fantasy/mini-legion-rock-golem-pbr-hp-polyart-94707>

Main Menu & Setting:

<https://assetstore.unity.com/packages/tools/gui/3d-modern-menu-ui-116144>