GAM111.2 Assessment Brief

This document provides you with the additional required features and details for GAM111.2 18T2. This document is supplemental, it does not replace the requirements of the module guide, it clarifies and adds to them.

Changelog:
0.1.0 - Initial draft for feedback and review by Games Program Committee.
1.0.0 - Approved by Games Program Committee with minor grammatical changes.

Overview

You are to, working individually, create a short **prototype** for a turn-based combat, role playing game. Much of the gameplay will be driven by mouse interactions and UI, rather than relying on the physics engine. It has a single world for the player to move their avatar through and a separate battle screen for turn based combat. Your prototype should take around 5 minutes to have shown all its features.

Example games

Undertale - link
Final Fantasy 4/5
Pokemon
Paper Mario
CHRONO TRIGGER - link

Requirements & Feature list

Your prototype needs to have these as a minimum, you are welcome and encouraged to do more but make sure you have all of these *__first__*. Additional features beyond this list are not graded and *__missing elements will result in a lower mark__*;

1. A 3D Overworld with simple roaming enemy NPCs
   - When within range they force the player into the battle mode
     - If they player fails, they return to main menu
     - If the player wins, they return to the overworld, at the same location as the battle started and the enemy NPC is put into an inactive or defeated state.

- - 'Long grass' sections if wandering around the has a chance to trigger a random encounter against random lesser enemies.
2. Navigation, player avatar moves to mouse click in the world
   - It should demonstrate use of navmesh or similar
3. States.
   - In the overworld, you will need to track what state an enemy is in, to drive its behaviour from idle, aggressive, defeated.
   - You may also choose to use states to manage turns within the battle mode.
4. Battle mode;
   - Turn based actions
     - This can be simple player action then enemy action or
     - It can be determined by character initiative
   - Context aware UI
     - It should show information based on if it is the player's turn or not and what actions they are trying to take.
       - E.g. selecting an enemy out of a lineup should populate the UI with that enemies current stats.
5. Three Enemy types
   - These have different stats and different combinations of abilities
   - These can be represented by either 2D or 3D assets
   - Each of their abilities/attacks must have a unique particle effect or animation.
6. Music transitions from overworld to battle track, when the game moves from overworld to battle mode and back
   - Eg. a cross fade

Additional Notes / FAQ

- Remember to at least attempt to implement **_all_** required features before submitting. An overworld system that works half the time is better than none at all in this case.
- Remember that we only expect prototype quality outputs from you. If it doesn't look or sound like a released game, _that is not cause for concern_.
  - Your goal is to learn how to script gameplay, how to use engine features, how to choose which approach to use to solve a given requirement.
- Extras are lovely but there are no grades awarded for them.
- Make sure you check the module guide regularly and again before submission so you don't forget or miss elements.
- Make sure you are keeping track of where any assets, audio, sprites, meshes, textures, etc. are from, add them to a credits document immediately.
  - The same goes for any third party scripts you are using.