

Game Final Project proposal - Hack and Slash Tech Demo

Concept

The tech demo will focus on combination attacks where the player can change their different combinations by equipping different weapons and attacks modules. The key feature in the tech demo would be the customisability of the battle system/fighting style.

If there is enough time, I would like to add in a customised controller which involves the use of an Arduino. There are two types of controllers I would like to implement – an arcade style joy stick and a motion detected controller (like the Kinect). I would like to implement at least one of these controllers – most likely the arcade stick.

Genres/Themes

The game is inspired by JRPGs such as kingdom hearts, Nier Automata (battle system) and hack and slash games such as the Dynasty Warriors game series.

Target Audience/Experience

Anyone who enjoys a battle focused game, E.G. Monster Hunter which is very focused on its battle system as opposed to the story.

Unique Selling Point

What makes the game stand out is its customisability and aesthetics. The mechanics itself is not unique however, previous games that have done this type of mechanic usually do not have as much customisability as I would like this game to have.

The main mechanic of the game is to be able to change attack combinations with four different buttons, each with its own attack (that can be changed). However, there will be a fifth button that allows the player to change weapons, which again will be interchangeable, that changes the attack combinations of the four initial attack buttons.

How I intend to make this

I plan on using the Unity game engine as it is a programme that I am familiar with. The controller that I will be creating will be with the Arduino. The controller will be an arcade style controller which uses a joy stick for movement and buttons for attack. I also wish to create an alternative controller which will control the player using motion.

Game evaluation

I will be playtesting this game on several occasions:

- Once the battle system is first created
- Enemy AI added
- Controller creation
- Overall game being finished