

California State University San Bernardino
School of Computer Science and Engineering

CSE 482 Senior Project Presentation

CSE 575 Internship Presentation

Date

June 10, 2016

Time

3:00 PM

Place

JB 359

Title

RPG Clicker Quest

Students

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Abstract

RPG Clicker Quest is an incremental game that tasks players with saving several kingdoms from a great evil plaguing the land. The player clicks (or taps) to progress through procedurally generated dungeons, defeat enemies, grow in level, and earn gold, which can be used to customize and improve characters and gain new party members. Some enemies cannot be defeated by simply tapping on them, however, so strategy and tactical use of party members' individual strengths and abilities become essential as the game progresses. Although there are numerous RPG incremental games currently available, this game takes a unique approach to the genre by featuring procedurally generated dungeons and limiting the player to a party of four characters. We present a proof-of-concept prototype in this project that demonstrates the viability of the game's mechanics and design for future development.