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Tiamat: The Quest

By Cody Ferguson. Sept. 2, 2013 – Report #1

This document is a report, used to convey a proposal for the CSC 493: Senior Projects class. Inside information is provided to give purpose as well as described the fundamental thought process behind the project as well as the process of developing the actual deliverable.

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Purpose

The software to be written is a top-down, adventure role-playing game that will allow for multiple players to play together. In context, what project Tiamat: The Quest aims to do is connect people through the familiar interface of gaming and place them into an environment that allows for the growth of their individual avatars in the game space and their real life friendships.

The primary goals of this project include the following: establishing a gauntlet-type game world that will require the cooperation of players to complete tasks, developing a method by which players are connected and share the same game space, that is to say allowing for players to be connected to the same "server", and generating enough playable content and rewards that there is a drive for the players to commit to playing with their friends to achieve goals. The audience of this project can be narrowed down for small groups of friends that enjoy playing any kind of games together. In essence, the project is about developing friendships through goal driven gameplay and rewards for teamwork.

Functionality

Tiamat: The Quest is to be written as a top-down, adventure role-playing game. Therefore, this project will have the expected functionality of allowing the user to create an

avatar to exist in the game space and then allowing for this avatar to be further customized through an in-game advancement system and reward system. The game is to also be multiplayer, as such a method for connecting and sharing the game space will have to be implemented.

Milieu

This particular section is under ongoing research, however a well-known example of a similar product would The Legend of Zelda: Four Swords, which is a video game for the Nintendo GameCube and the handheld device Gameboy Advance. In the game, there were four main characters whose goal was to stop a great evil through teamwork. This is very similar because in Tiamat: The Quest, the players will have to utilize their ability to work together to advance further and further into the game.

Novelty

This idea is unfortunately not new in the sense of actual gameplay or functionality. However, Tiamat: The Quest is original in that the whole game is played in instances or dungeons, as opposed to an open game world where players roam and then find dungeons, form groups and then attempt to conquer them. Therefore, this solution is to simply design the whole game as a series of dungeons or instances for the players to conquer.

Resources

As of right now, this particular list is limited to the language in which the game will be written. The goal is to program the game in C++, while searching for a possible game engine to develop the game on. At the moment, Unity3D is the only game engine that I have investigated to any extent, this game has a high probability of being to be two-dimensional however, and therefore this may have to change.

Challenges

Challenges that can be foreseen are handling the scope of this project. From past experience in the game engines course at Berea College, deciding where to go with a project like a game and where not to go is a determining factor for the success of a project.

Measures

The measure of success for this project is three pronged, if players can connect together in the game world, have the ability to play through, without game related errors, a **single** gauntlet or dungeon, and enjoy the experience then this project has succeed. Additional dungeons or other features are improvements that can be made after the basic game play and mechanics are fully tested and working.

Future Extensions

Possible extensions include additional dungeons, improvements on the avatar's customization, and more rewards such as achievements for timely completion of objectives. Beyond those minor improvements, dungeons or instances that players have already completed can be made available in a more difficult form, allowing for more of a challenge as well as improved rewards for customization.

Inspiration

Motivation

My personal motivation for this project is my love of gaming. I have played video games for a long time and contribute my making it through high school to the playing of video games. Otherwise, I chose to make this project a game because, if there is one thing that I have learned about the gaming development industry is that if you have made a game and it works, then you are already ahead.

Profession

Project Tiamat: The Quest is going to help my professional growth because I have aspirations of being a game designer in the future. One of the main factors that a possible employer looks for in someone that is applying for a game design job is that they have the ability to create something. Therefore, creating a game world that is actually functional is my over-arching goal throughout this semester.

To: Mario Nakazawa, Project Director

From: Cody Ferguson

Subject: Tiamat: The Quest

Date: September 2, 2013

Accomplishments

This reporting period, I have accomplished the formulation of a concept for a video game,

Tiamat: The Quest, and the completion of this report concerning a more detailed explanation of

the concept.

Challenges

During the reporting period the major challenge was deciding on what the project was
going to be, only recently had I come to a decision on the project's concept.

Time Spent

Approximately four hours of work was put into the creation and submission of this report,

but that was essentially all of the time spent during this reporting period.

Goals

The goals for the following week are to close the researching period for finding a game

engine to build the game from and finalize the decision for the language being used. Additionally,

in terms of actual game design all maps, textures, and other assets will be either found or made

and then compiled for future use to eliminate the possibility of being too art-centric. Finally, the

code base will start being built and other planning documents will be stored there.