ACTION RPG PROTOTYPE DOCUMENTATION

NOTES: Game is developed with Unity 2019.4.9f LTS and C#. No third-party frameworks were used other than TMPro.

ARCHITECTURE: Game state is mainly utilized by managers. MissionManager keeps track of the general state such as selected heroes, is fighting et cetera. HeroManager is responsible for adding heroes and keeping track of owned heroes. DataManager as its name implies, it saves and loads data file on checkpoints. These managers are initialized by Managers class when the game starts.

Actions are mostly held out by event-based system. All classes can subscribe or notify events using EventMessenger class.

UIHero and BattleHero are both representation of hero in a game, one in the menu and the other in the battle. They both derive from HeroBase abstract class. There is also a HeroFactory class using which an ally or an enemy hero is generated.

UIController is controlling UI state such as which menu is open.

UISelectionController handles click events.

BattleScene is controlling the battle state and preparing battle scene on loading event.

There are also other classes for attack effect, attribute change text, and other secondary actions.

HOW TO PLAY: In the editor you can create heroes using a wizard. Created hero data will be placed under Resources/Heroes folder do not change the location. In the game the hero will be generated either from these hero data or will be generated randomly using predefined name/color pairs.
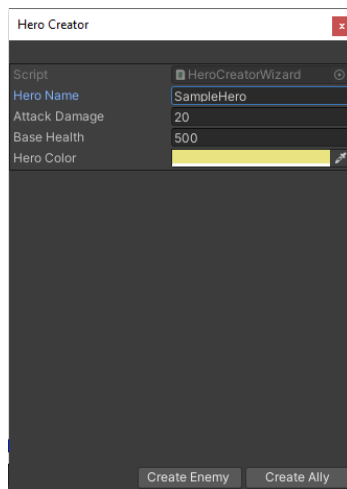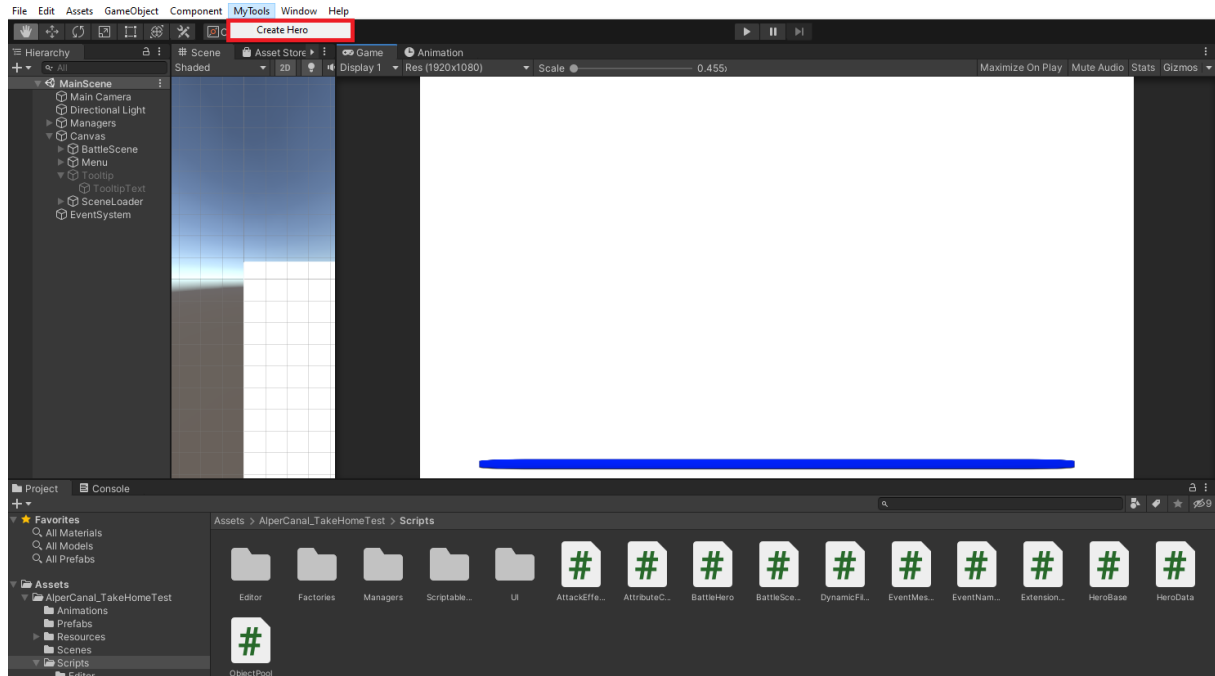

When the game starts it automatically loads the last saved game state. In order to reset the game, click reset button in the menu, it will delete the save file and reloads the game.

Select heroes by clicking on the box in the main menu.
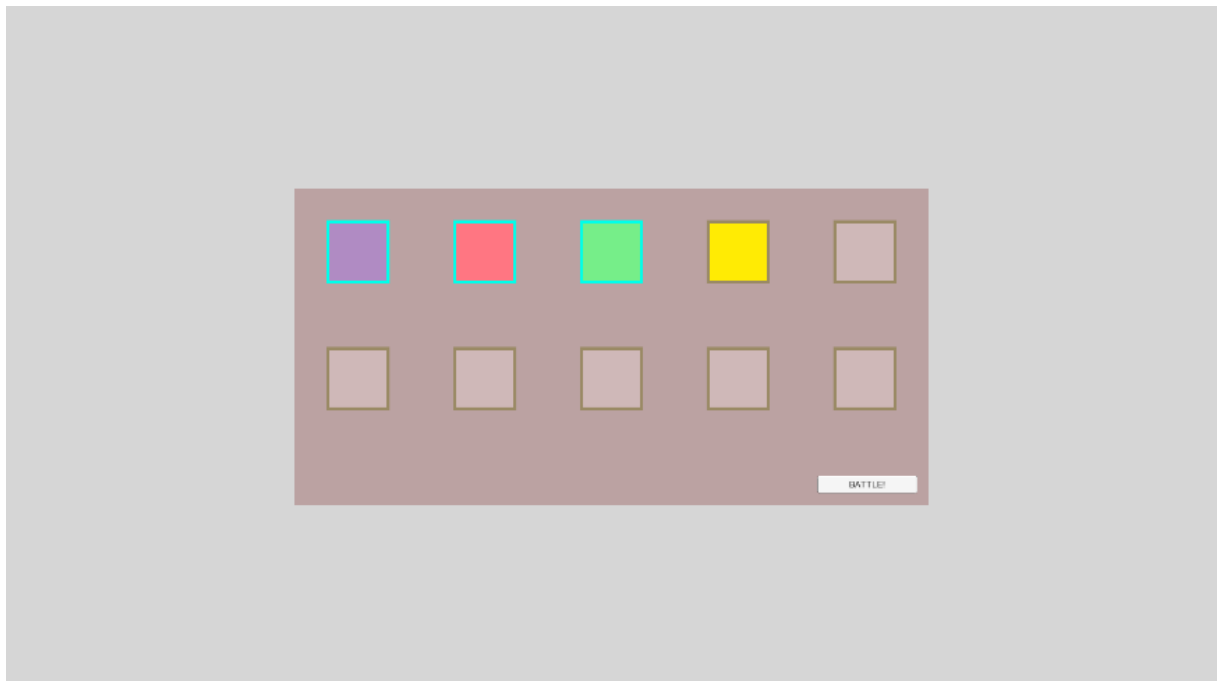
When you click Battle button it will open battle scene where you can click on heroes to order an attack. Only one hero can attack in a turn. You cannot issue a second order until the turn is over. When the game ends, alive heroes will get an experience of one. If a hero reaches experience of five, then their attributes will be increased which will be visible in-game. After rewarding phase is completed, the button will be visible in the upper-left corner which will navigate the player back to the main menu.
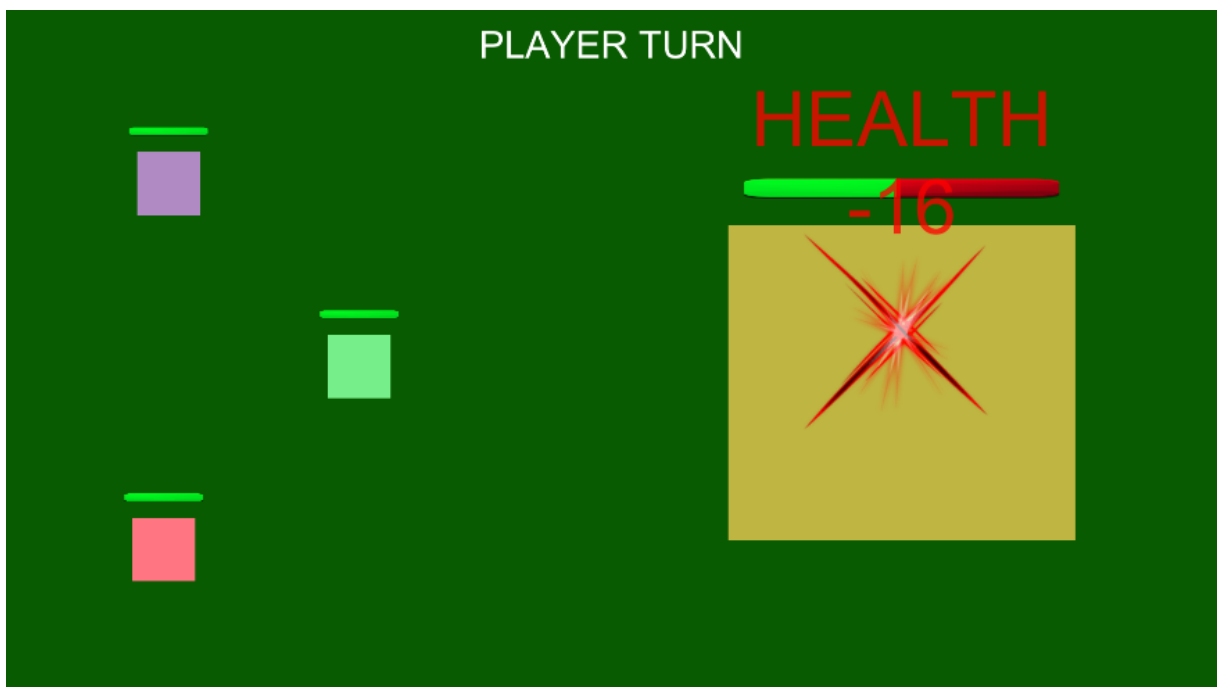
VICTORY!

ATTACK
DAMAGE
MAX
HEALTH
+21

ATTACK
DAMAGE
MAX
HEALTH
+19

ATTACK
DAMAGE
MAX
HEALTH
+13