



Duel Medieval is a local two-player battle game. It's set on a medieval battlefield where two armies have fought, and each has only one warrior left. Both players will pick their weapons and use techniques such as positioning, attacking, and blocking to kill each other to win.

Start Game

Exit

Links to pitch video :

<https://youtu.be/lox2s1hWo2E>

Duel Medieval

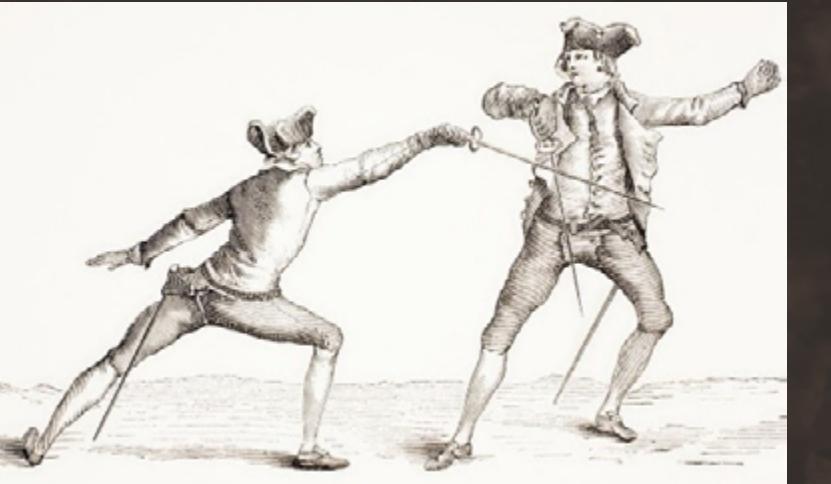


INSPIRATION

I was impressed by the duel in Gladiator between Maximus, a Roman general who wanted to avenge his wife and son's death, and Commodus, a prince who wanted to consolidate his authority as the rightful ruler of Rome. As a result, the two finally entered the Colosseum to fight it out. Their courage to fight for the belief in their heart inspired me to make this game, in which players can wield their weapons, block attacks, and position themselves like the protagonists in the movie to defeat the opponent. In the process, they can enjoy the passion of dueling and the glory of victory.

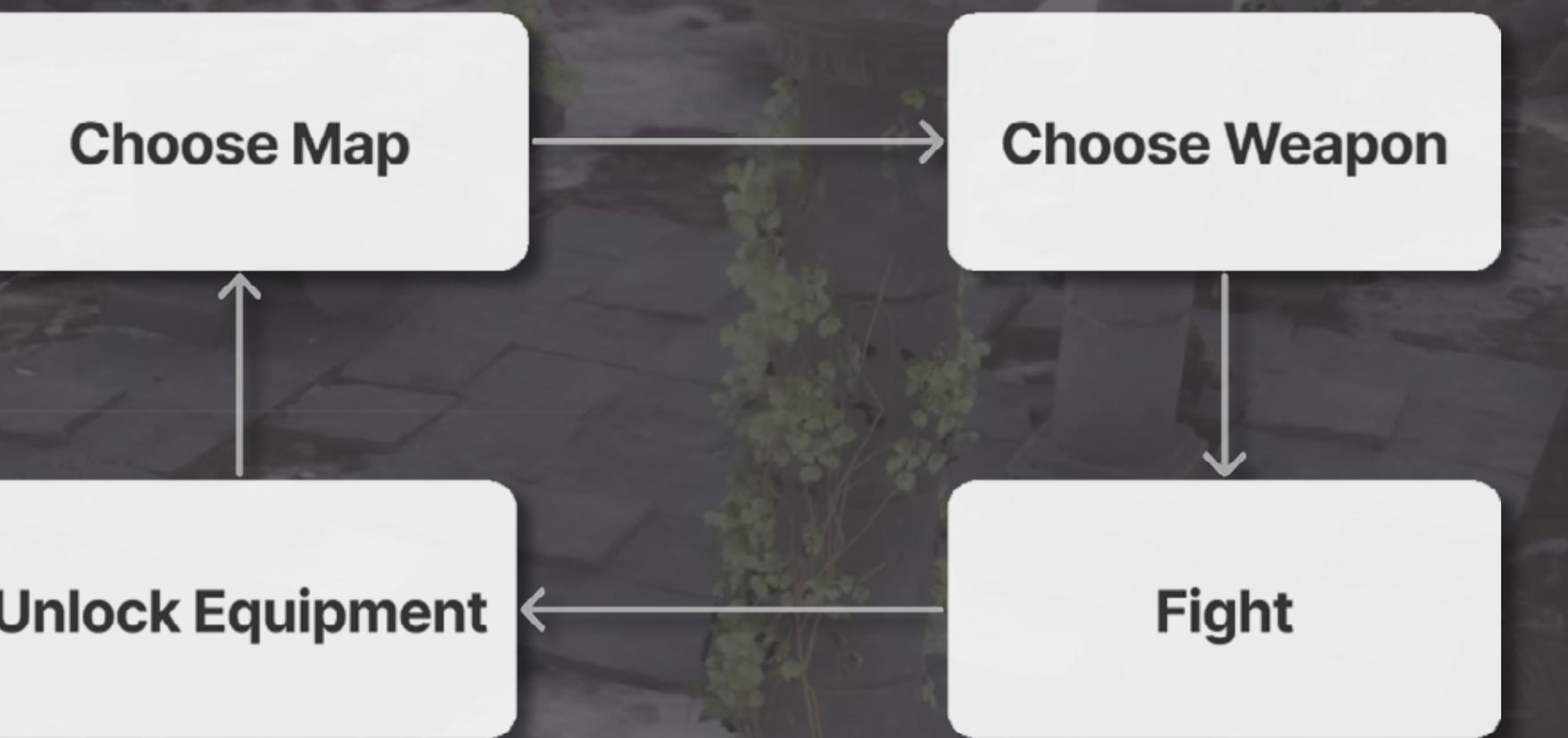
RESEARCH

Dueling dates back to the Viking Age. During the Middle Ages, England, France, Germany, and other countries practiced "judicial duels," where nobility resolved disputes through combat. These disputes often involved reputational issues. Participants wore armor and used cold weapons, fighting one-on-one, with the loser typically being executed by the victor.



BACKGROUND

In medieval times, a city was overthrown. After a hard battle, only their generals were left. Thus, it came to the final one-on-one duel. One side wants to capture the city and make achievements, while the other wants to protect their home and defend the land. Warriors on the battlefield will fight to the death, and only one warrior can win.



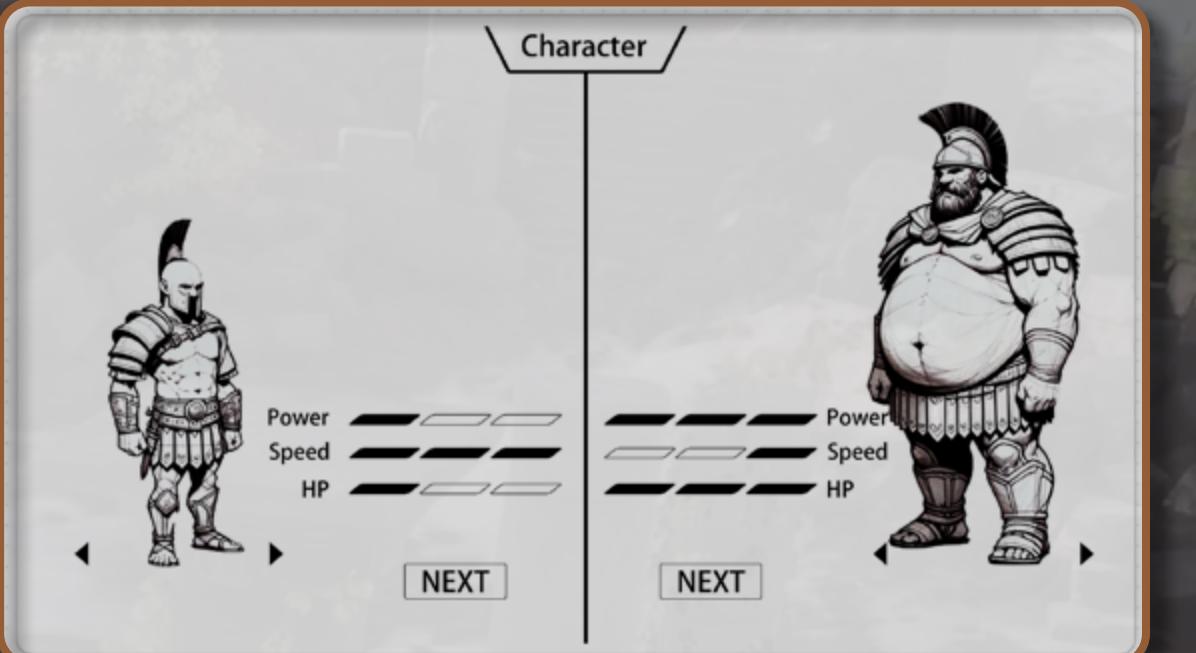
GAME FLOW CHART

As players enter the game, they can choose a map and select a weapon that suits their fighting style, such as a one-handed sword or a two-handed sword. Each weapon has a different attack style, with different parameters such as attack speed and damage. After this, they can enter the map for a real duel. After the duel, players can earn experience points, which can be used to unlock more weapons for future battles.

ART REFERENCE



IN-GAME SCREENSHOT

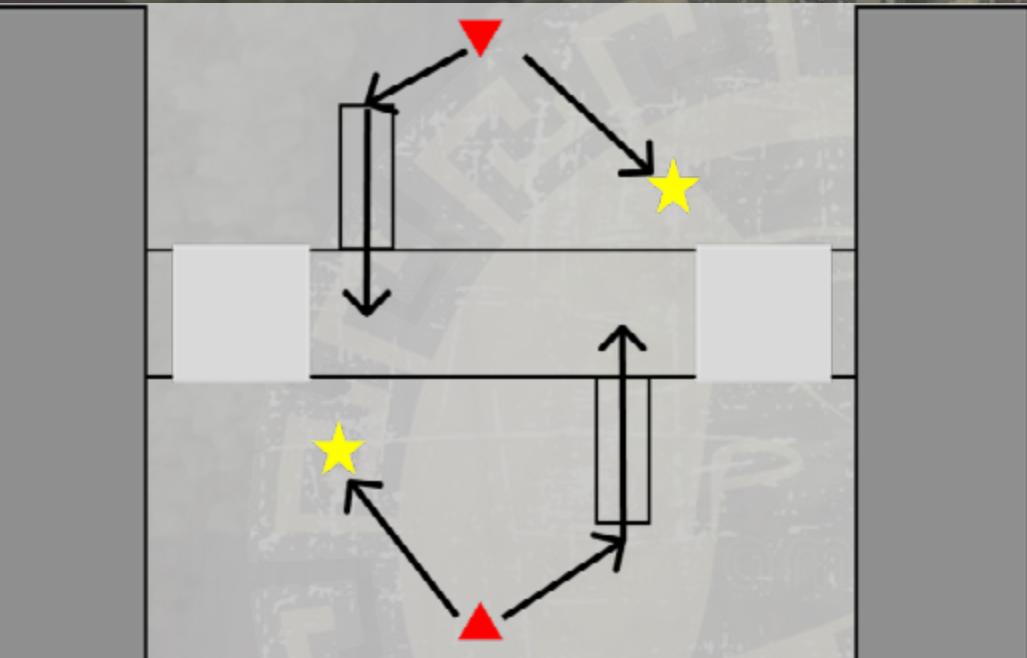
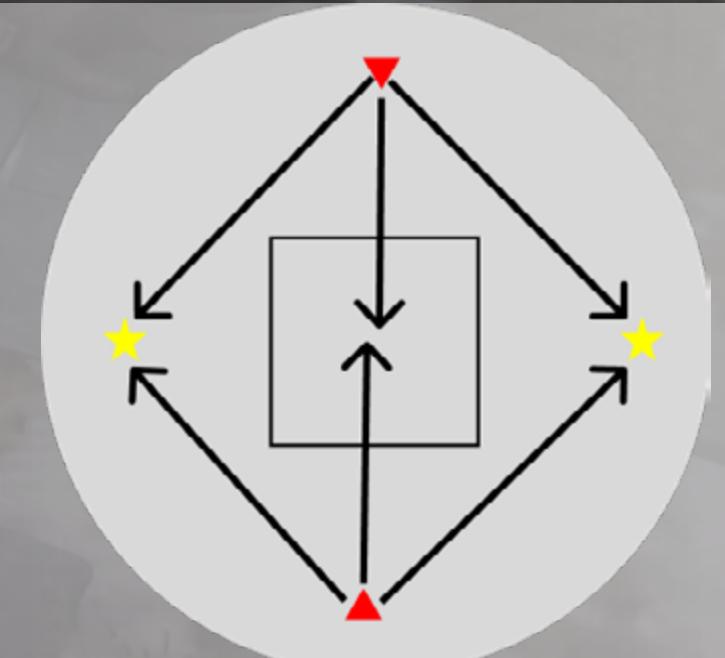


LEVEL 2D PLAN

Red triangle: Player start

Yellow star: Spare weapon

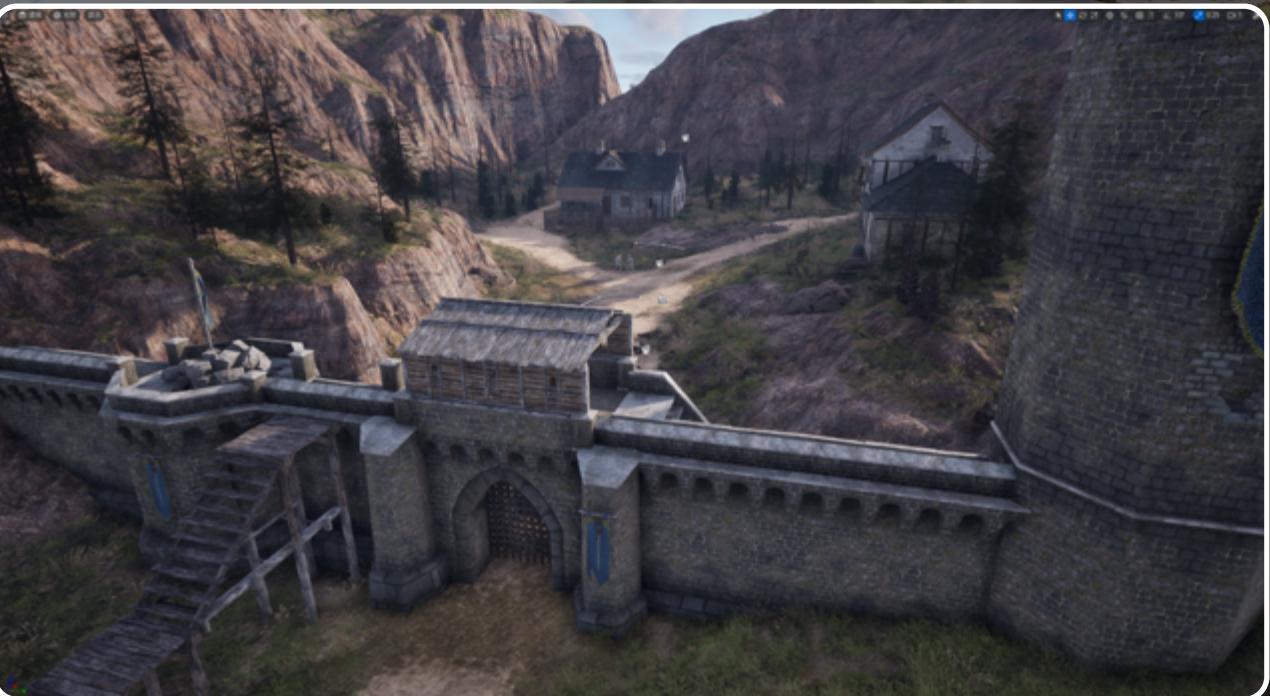
Players can choose where to go in the center-symmetrical map. Enter the battlefield in the middle to occupy the high ground, a good position for the fight, where players can take the initiative in the battle. Get special weapons or buffs at the edge of the map, such as higher attack speed or HP, which will bring numerical advantage in the following battle.



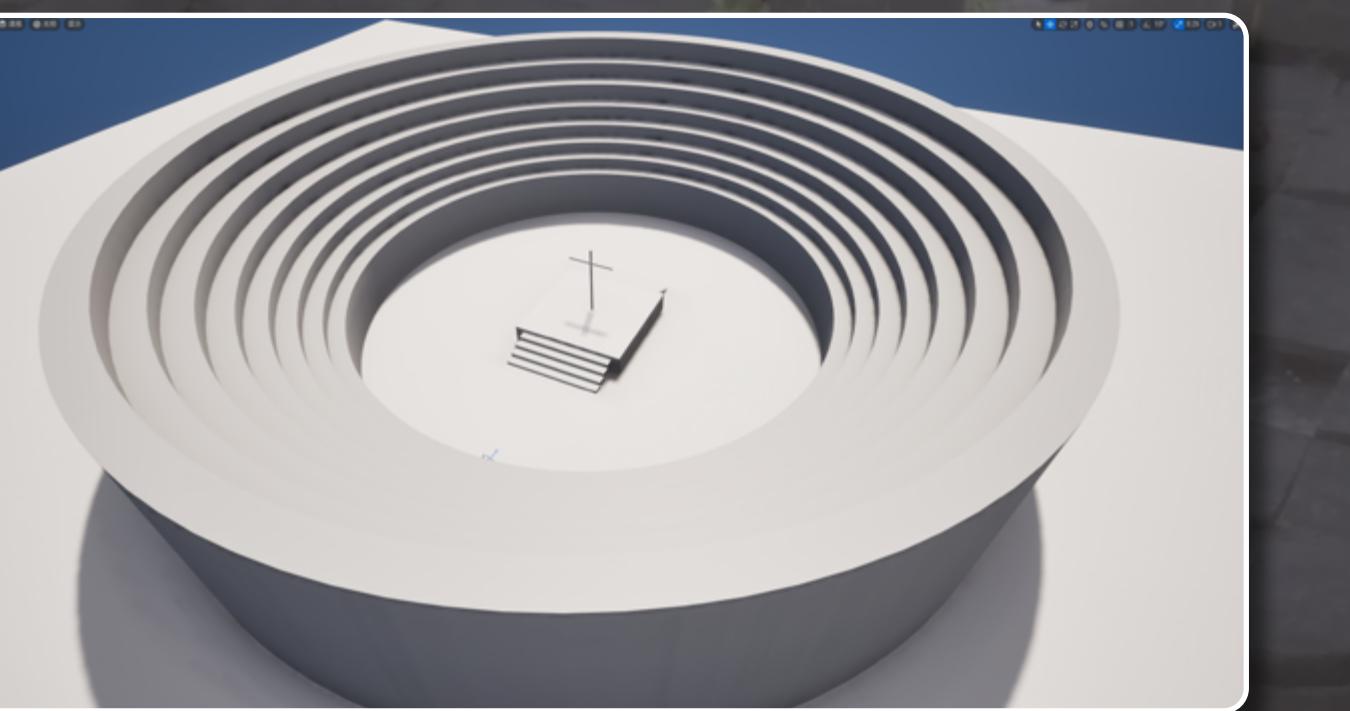
ENVIRONMENT ART



Iterative Process 01



Iterative Process 02



Iterative Process 03



Iterative Process 04



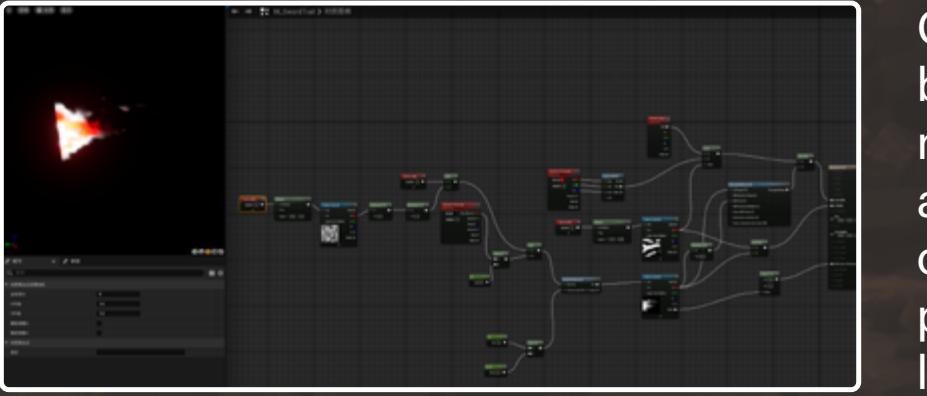
Research

When designing map 1, I hoped to incorporate the background—two armies fighting until only one person is left in each army, who walks up to the citadel to start the duel. However, after trying it out, I found that at the beginning, players could not directly see where the other player was positioned, so it would be confusing. As a result, the map with a high center and two low sides was discarded and replaced by a ruined area where players can see each other and know each other's position through animation, which makes the fight immersive.

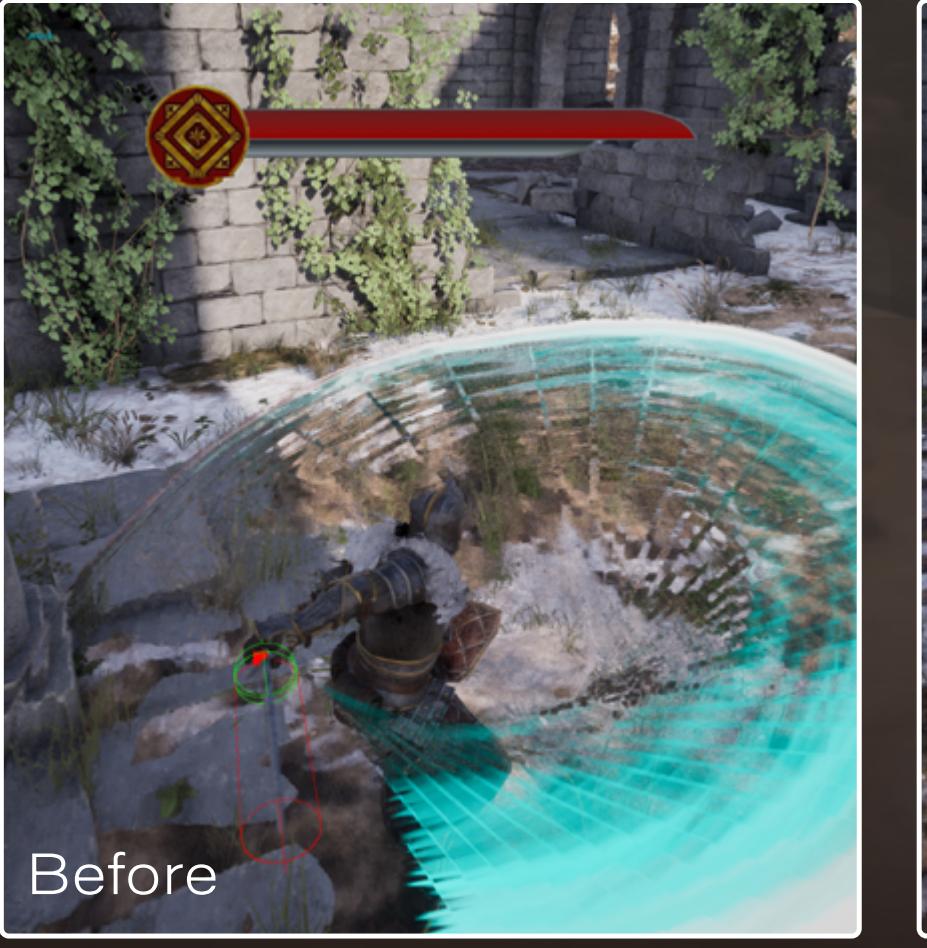
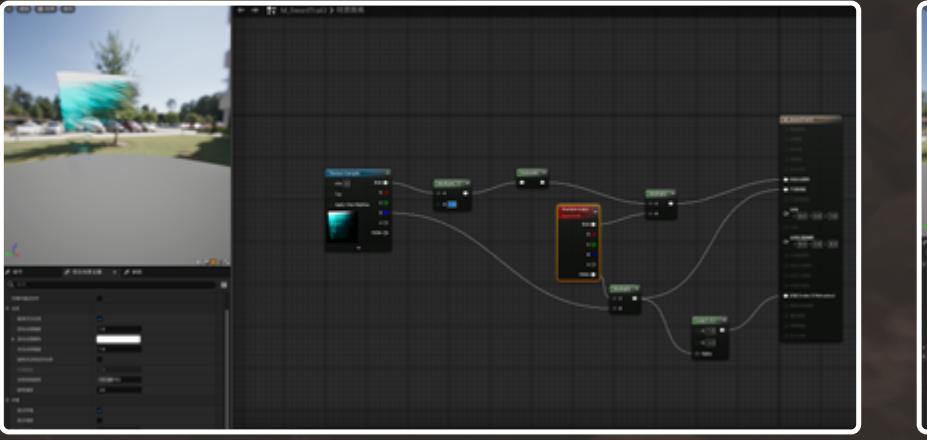
BLUEPRINT DESIGN

Iteration of the material of the sword

Early version v1

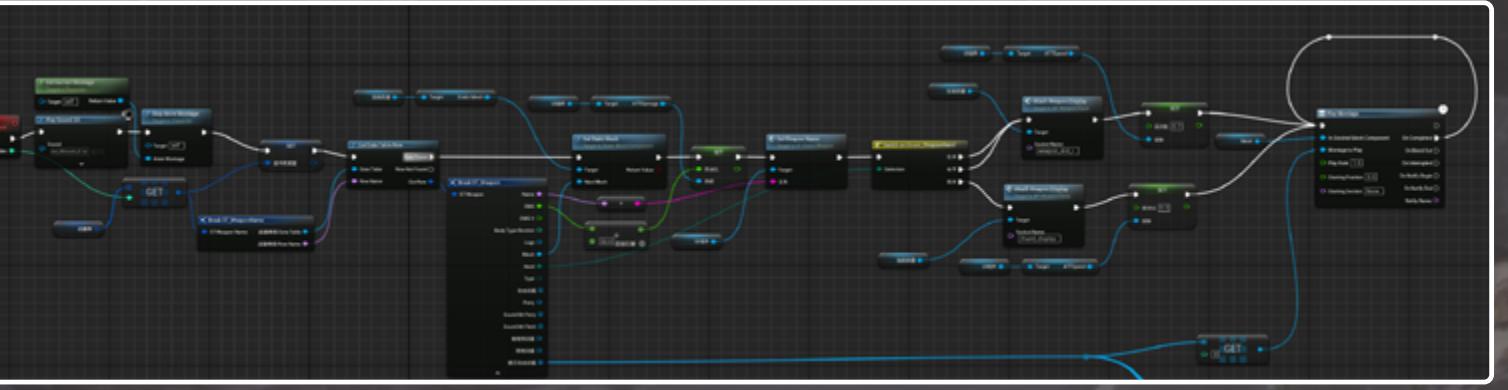


Early version v2

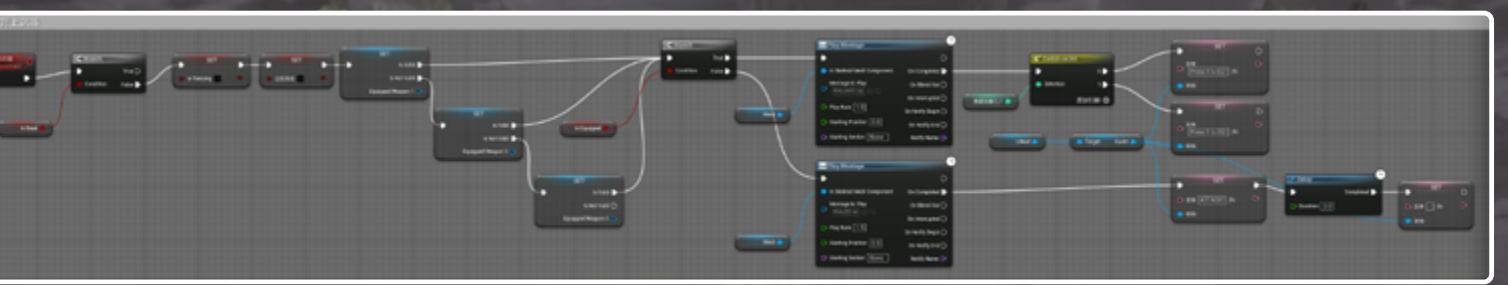


G channel of the original image, whose brightness has been reduced, is multiplied by the particle color as the autoluminescence color. The B channel of the original image is multiplied by the particle color as an alpha parameter of linear interpolation from 1 to 3, and the final result is used as the refractive index.

Weapon Interface Display

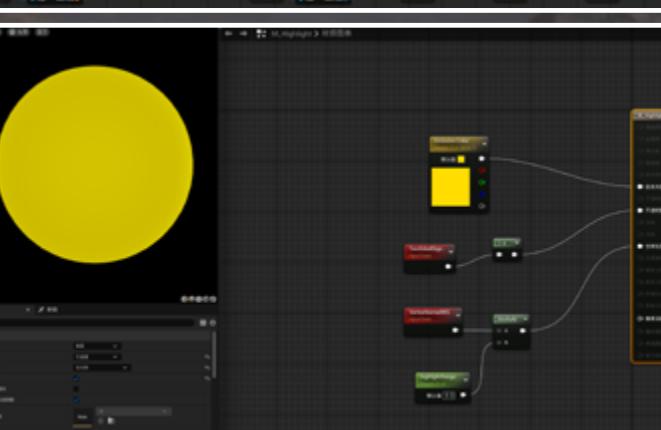
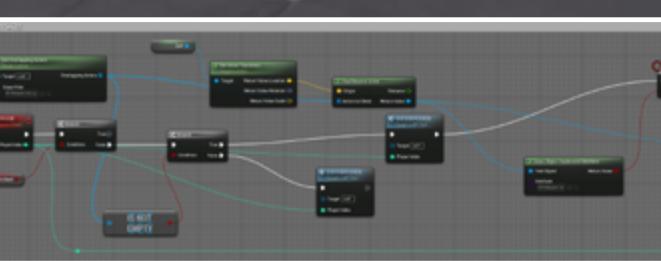


Character draw/withdraw weapon



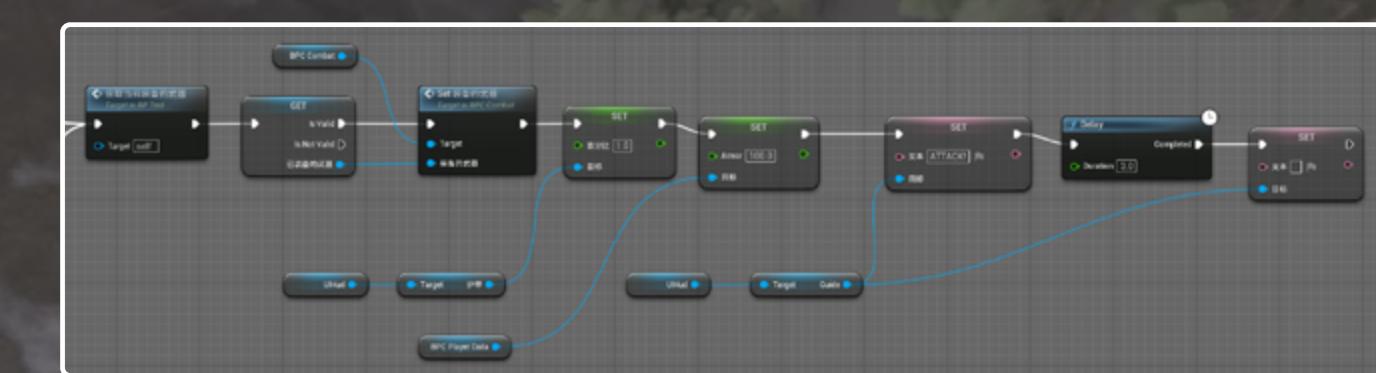
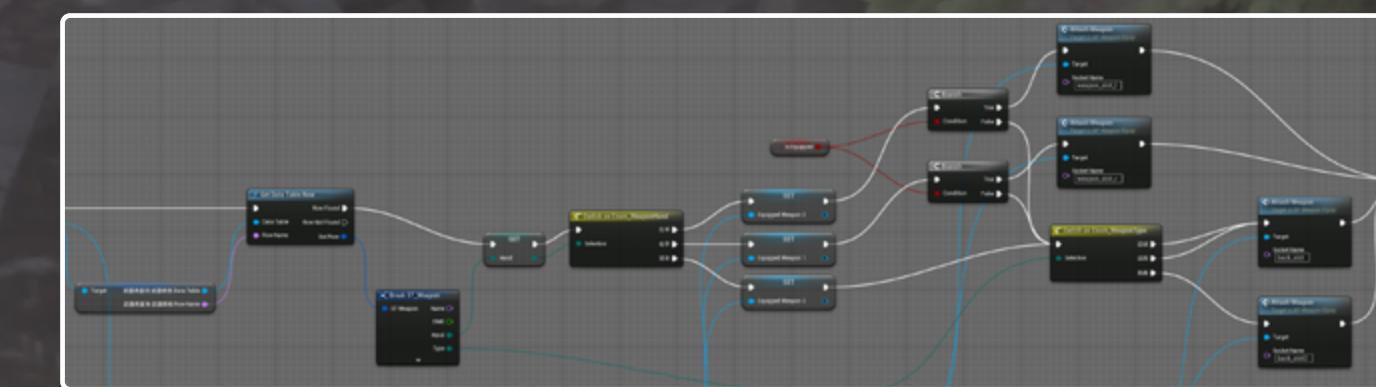
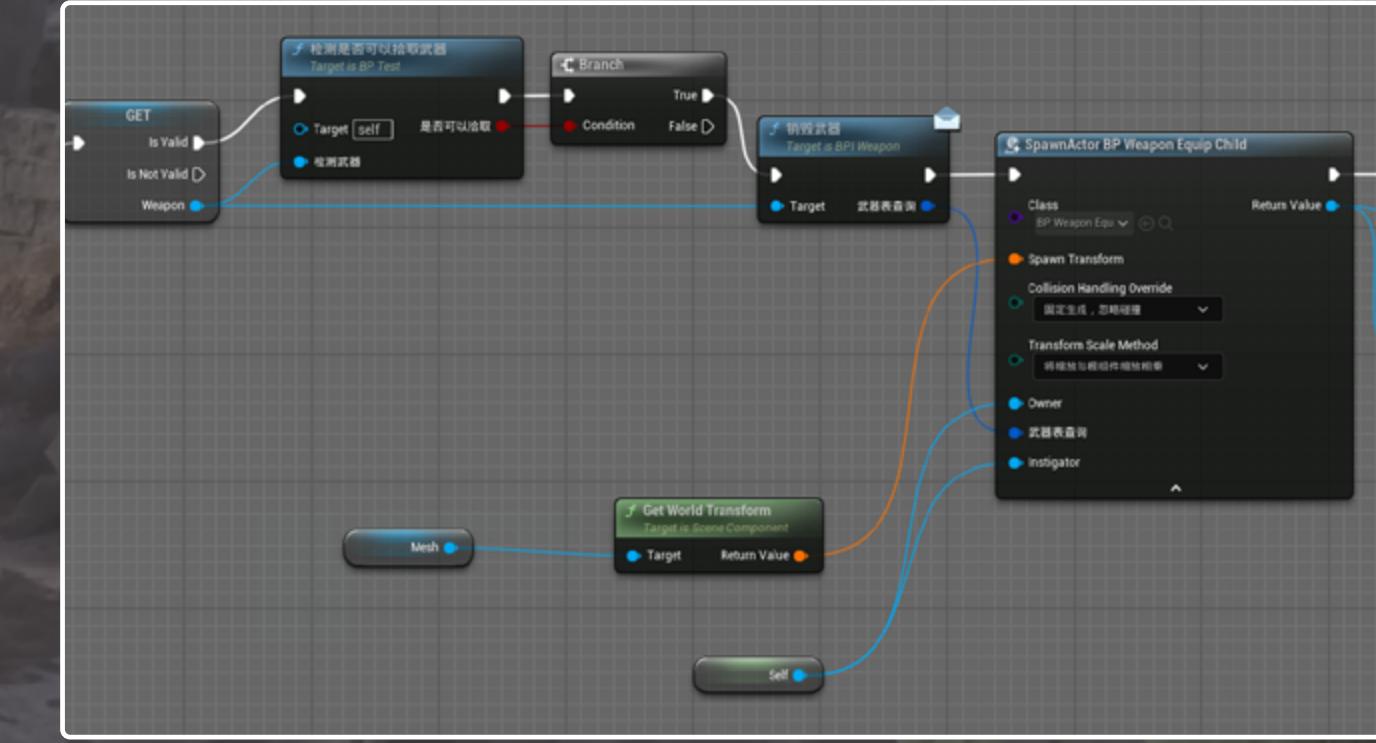
First, check whether the weapon is equipped or not, then play the animation according to the state of the weapon. If the weapon is on the back, draw the weapon, and if the weapon is in the hand, then withdraw the weapon.

Weapon Pickup



Generates a new mesh at the weapon and cover it with a material instance. The effect is like outlining the weapon.

Blocking Judgment

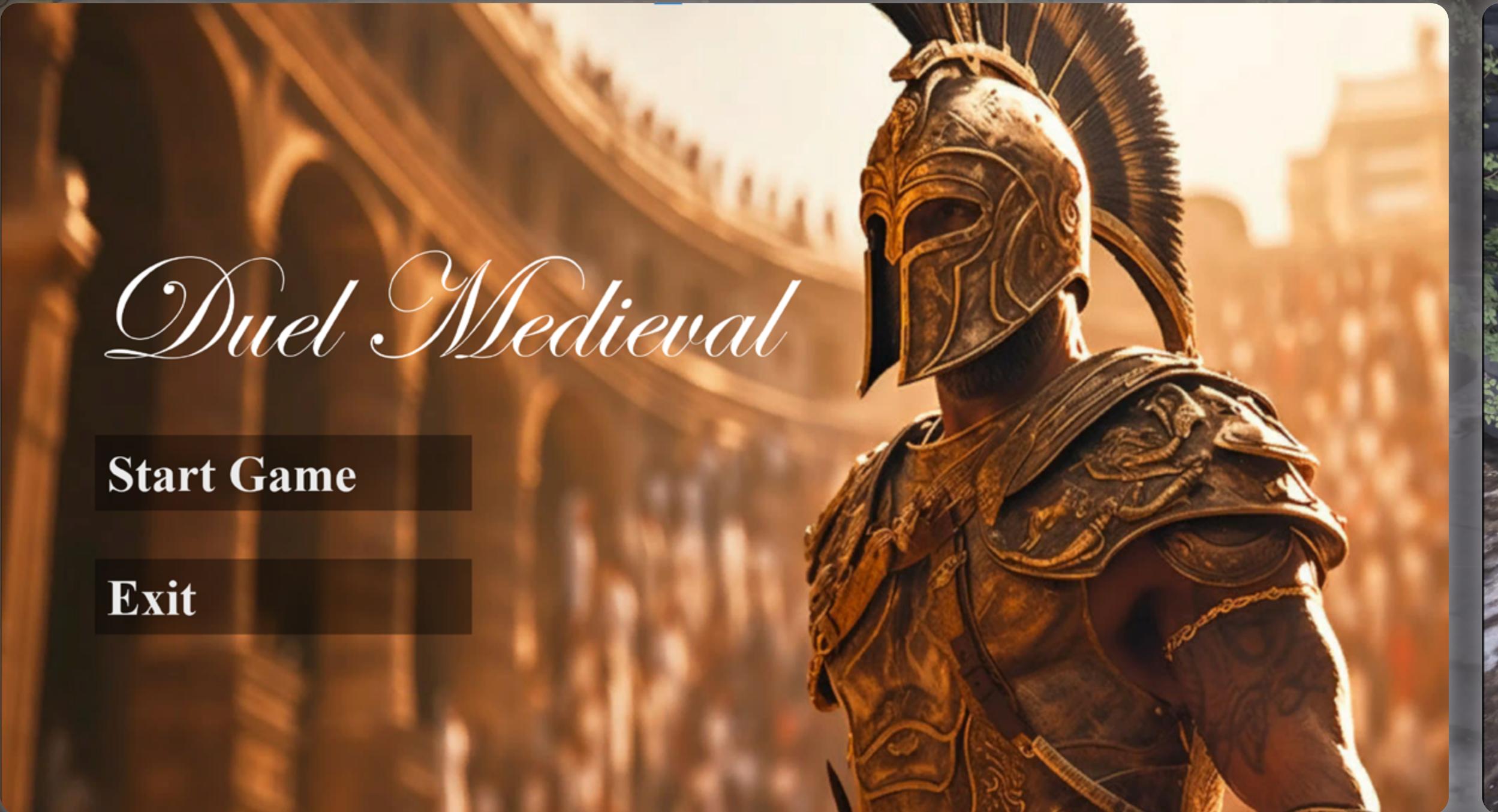


Blocking condition: ① Player activates block and is in a blocking state. ② The angle between players when blocking is less than 60 degrees, i.e., an attack from behind cannot be blocked.

Block effect ① : Sparks of metal collision are generated.

Block effect ② : The blocked person will be struck back, and his armor value will be deducted.

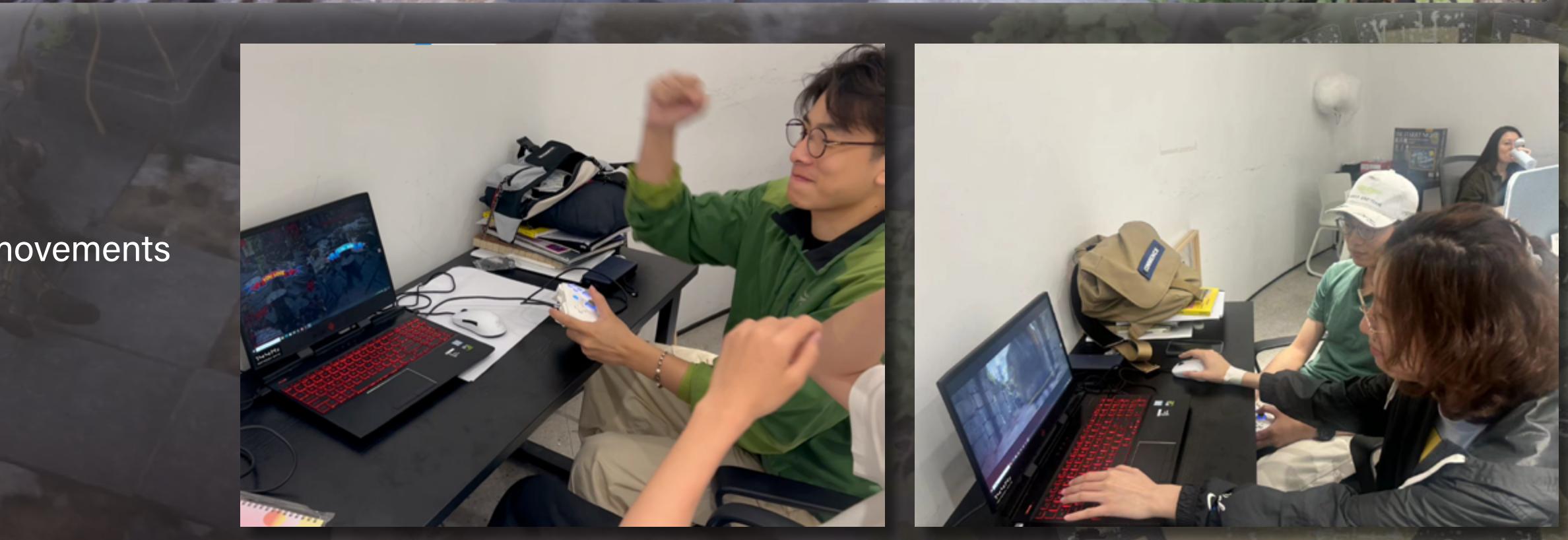
Block effect ③ : Destroy the weapon when the armor value reaches 0.



PLAY & TEST

Questionnaire analysis
<https://www.wjx.cn/report/267360943.aspx>

Problem 1: The map is too big
Problem 2: Insufficient guidance
Solution1: Narrow the map and expand the battle area
Solution2: Make narration guide and key prompts



FUTURE PLAN

1. Make more weapons
2. Design more moves for the players and make the movements more flexible
3. Develop the function of unlocking weapons
4. Develop a single-player storyline mode