Introduction

Bubble Warrior Adventure is a 2D, top-down role-playing game with an approximately 10-hour story runtime and real-time, Zelda-style combat. The premise of the game is that the user plays as the main character, Jaime, a hero who defended their nation against an attack ten years ago using a magical item known as the Great Bubble. However, by doing so they may have inadvertently unleashed a great evil upon the world. Now, older and (hopefully) wiser, they need to journey back to the land of their birth in order to correct their mistakes.

Motivation

Our team was motivated by our love for old-school RPG games. We wanted to create our own RPG which would combine the best features of several different genres of games. We took our inspiration from games such as Legend of Zelda, Pokemon, and Chrono Trigger.

Related Work

Creating 2D RPG games can be a first step for programmers who are interested in the gaming industry. There are many professional software suites out there that can enable someone to create a game relatively easily (for example, the RPG Maker system of game development software). Since we decided to code our game from scratch rather than relying on professional tools, our game should have a different methodology than most other 2D RPG games on the market currently while still being a recognizable part of the genre.

Proposed Approach

We broke our project down in to different tasks and created a timeline to help keep us on track. Each team member took responsibility for different aspects of game creation, although we all helped each other debug and brainstorm. Jen was responsible for map and sprite creation, as well as story and plot design. She also helped with certain game decisions that might be impacted by game plot. Hansel was responsible for the base game code, including the ResourceHandler and StateHandler. Kyle was responsible for animations and GUI.

Experimental Results and Discussions

We were able to complete many of the tasks that we set for ourselves, although we were not able to finish our entire game. We have maps created and loading properly, a character sprite that is controllable and has attack and run/walk animations, an inventory system and rudimentary collision detection working.

When we created our timeline, we drastically underestimated the amount of work that goes in to creating a game from scratch. Although it is possible to complete a game in the amount of time given, we were unable to do so while still maintaining our other responsibilities. Thus, we have decided as a team to continue work on Bubble Warrior Adventure in Software Engineering II.

Conclusion and Future Work

In conclusion, we have made a very good start towards our game, although much work still remains to be done. In Software Engineering II, we intend to finalize our collision detection, create an enemy AI for combat, and implement our script and story elements in the game. We hope to continue working on the game over the summer as time allows.