**Progress Report Research**

**Literature:**

1. <https://aestranger.com/role-playing-games-educational-tools/>

*“Role-playing games (RPG’s) have an inherent flexibility and narrative framework that lends itself well to use within education, as it offers an easy mode and process for interdisciplinary learning.”*

*“…being able to teach and practice useful life skills within a long-term, consequence-free environment is an incredibly useful and powerful tool that should really be utilized more.”*

*“Already we’ve added historical events and geographic elements that students will learn about.”*

2. Exploring the Use of Role-playing Games in Education Richard Heinz Patrick Prager Ontario Institute for Studies in Education of the University of Toronto

[https://mtrj.library.utoronto.ca › article › download](https://mtrj.library.utoronto.ca/index.php/mtrj/article/download/29606/25764/81500)

# 3. A Technical and Conceptual Framework for Serious Role-Playing Games in the Area of Social Skill Training

https://www.frontiersin.org/articles/10.3389/fcomp.2020.00028/full

“In recent years, serious games have been established as an efficient medium in education and professional training ([Michael and Chen, 2006](https://www.frontiersin.org/articles/10.3389/fcomp.2020.00028/full#B60); [Marr, 2010](https://www.frontiersin.org/articles/10.3389/fcomp.2020.00028/full#B54))”

4. <https://gameanalytics.com/blog/so-you-want-to-make-an-rpg-game-heres-what-you-should-know/>

Gameanalytics lays out the four types of motivation for a player to play an RPG; “Driven by story, completionists, social players, casual adventurers”. Mine will appeal mostly to the casual adventurers as a large part of the game is to explore how HCP would have looked, however my use of a storyline will also attract those driven by story.

“Get your pacing right – give them choices, a world to explore, timed events.”

**My ideas:**

Learning the treatment of those of lower, equal or higher social standing to you.

Learning historical events in an interactive and fun environment.

Appealing to both younger ages to learn about the story of Henry VIIIs court and the people around him, to those older with perhaps a more specific interest in architectural history.

Always wanted to visualise HCP as it would have looked, now that half his palace is gone, and that which remains has been changed over the years.

Many aspects to include, but having to focus on certain areas due to time and resource restrictions. Areas are: quality of gameplay/extent of activities, storytelling, dialogue with user replies and options, dialogue affecting the future, historical accuracy, extent of information and knowledge dissemination, graphics and visual beauty of the game, audio/FX, accurate 3D assets, animation of NPCs, number of storyline characters/non interactable NPCs around the palace, NPC AI and pathfinding, immersive environment with weather/changing light/wind/moving water, UI extent and appearance, achievements and rewards (to some extent with keys and unlocking new areas of greater importance), menus/pause screens, game saving, minimap etc

Work was done into UI layout and appearance, including where it should display on the screen etc, as there can be periods of lots of UI at once, don’t want to overwhelm the player.

**Limitations:**

We do not have the exact description of every room within the palace, so some creative license/evidence backed ideas must be used.

Time to create 3D models of every item within the palace, must either use assets which may not be period accurate, or create my own in Blender, for example.

Lack of accurately depicted characters to represent the NPCs. Again, either use non-accurate assets or very basic cylinders. This is an area of advancement in future, employing a graphics artist to create NPCs accurate to the actual people they represent.

Player engagement/keeping players interested – a huge limitation which all developers must battle with.

**Related works:**

1. Assassins Creed franchise – this inspired my database for items, characters and areas of interest which are added to the database automatically when you interact with them. You are then able to read into them if you’d like, but are not forced to. (see image saved - ACDatabase). I wanted a game that naturally educated the player via the storyline; by meeting characters, finding rooms and learning about events, as well as the architecture, but also the option to read further into areas that interested them if they chose to. This lead to the database method, used well firstly in Assassin’s Creed II.
2. Elden Ring – Possible inspiration for quest complete UI, showing the item unlocked/given as a reward. (see image saved – EldenRingUI)
3. Witcher 3 – Wild Hunt – As well as a database to read information, I also wanted the player to keep track of the current quests they had active via this same database. This would also let the player know their progress on said quests. This is used in Witcher 3, as well as AC and… . (see image saved – Witcher3QuestUI). Also has a codex to learn more about beasts and characters, which includes thumbnail images of them (see saved image – Witcher3CharacterUI)
4. Fallout 4 – Quests under Data in menu. Keeps track of sub-quest completion within quests via tick-boxes. (see saved image – Fallout4Quests)