

Similar Projects:

[Minecraft](#)

[OFF](#)

[Shadow Island](#)

[Realm of the Mad God](#)

The two major features of my game are the random map generation and the AI battle mode. Most of the other features (item inventory, health status, ect.) are standard to virtually any game and will not be discussed here.

Island Generator is a short project, found in the Pygame wiki's RPG tag. While it doesn't appear to a finished game, it is essentially uses the method I plan to use for the initial map. I don't need to generate a border of "ocean" as this project does, because the game story will provide explanation for the bounds of the map. The developer's blog also links to random dungeon generators (though I'm not sure if they're part of the same game) that also seem useful for reference. I plan to have at least one "dungeon" style location that the player must visit, so this type of feature is something I would be interested in including.

Minecraft is a much more complex game than I plan to attempt for this project, but it does have one feature in particular that I wish to implement. It also uses random terrain generation, but has the option to include villages and dungeons in its map. I plan to include this on a 2D level, marking certain locations on the map as key places to visit, and determining where these locations are placed through an analysis of the generated map. If one of locations cannot be placed, the map will be regenerated until all locations can be. Minecraft can also generate major biomes as a part of its maps, which is nice, but too complex and unnecessary for my game. I also don't want to create a 3D game, since I don't have nearly enough time to do that and I prefer the stylistic look of 2D games.

Realm of the Mad God is another example of using perlin noise to generate a map. This example in particular goes much more in depth than I plan to, addressing how weather would respond to terrain, and how environments change in response to weather, but it does offer interesting suggestions about layering multiple noise filters. While I have no immediate plans to include this, I may decide that this would be beneficial as the project progresses.

OFF is a French indie game with several features I plan to include in my game. The gameplay is similar to what I want in my game, as it features lots of puzzle-based events and random attacks from enemies of varying levels. It's also a really good example of the battle AI, allowing you to favor particular attack styles and being able to turn on and off at the choice of the player. The puzzles and gameplay are often a little too obscure in this game, so I probably will choose a simpler approach in mine. Additionally, I don't plan to implement any NPCs or monetary system for obtaining items. However, the types of items (defense upgrades, attack upgrades, key items) are generally similar to what I want in my game.