Programming Practice Report

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The project of this class is about making a text-based adventure RPG which also incorporates turn-based battle. The title of the game is named, “Wander”, since it focuses on the protagonist wandering around a world in which he has no memories about. The setting of this game takes place in a fantasy world, which is heavily influenced by multiple JRPGs and animes.

The game involves a simple battle, in which the player and enemies each have a turn to perform a move. During the player’s turn, he/she is able too freely choose a move from the list displayed in the terminal. After selecting the move, and the enemy’s turn will start after the player’s move is executed. The enemy will also choose a move from their respective move list. However, all enemies are programmed to behave in a similar, aggressive manner. In the beginning of the battle, the enemy will use a light damage, and it will use moves with more damage as the player’s health decreases. The enemy may also heal when its health gets low. The moves involved are either dealing damage to enemies or healing themselves. They also have a chance to miss, both for the enemies and the player. Each move does not have a fixed damage, so the terminal will display a range of damage or regeneration of a move. If the player loses to an enemy, he/she is given an option to restart the battle or continue with the story. This decision is made so the players can enjoy the story although he/she seems to be stuck in fighting an enemy. At some point in the story, the player can choose a different path in the story, which will later merge into one story. Each path has different enemies, so players must choose wisely.

A lot of inspiration was used to make this game. Knowing the genre of this game, the main inspiration of the game is from RPGs, especially with a turn-based system. As previously said in the beginning, the setting comes from multiple animes and JRPGs that my friends and myself have experienced. The battle mechanics were inspired from the 90s classic RPGs. The early Dragon Quest games and the first Megami Tensei game were the heaviest inspiration for the battle. Although the project game lacks mana points and status, the theme of this game is to display the health and damage of the player and enemy by narration. In a similar manner with these famous games, this project game has a choice of moves that the player can pick. Most of the game’s story is made up from my friends’ suggestions and my imagination, but some inspiration was taken from an anime called, “Grimgar of Fantasy and Ash.” Some aspects of it are used, in which the main character has amnesia in the start of the game and then exploration of the whole world (Grimgar’s world exploration is already vast in the light novel). A weekly activity with my friends is also a major inspiration. My friends have always wanted to do a Dungeons and Dragons session (it is a table-top RPG), but since we wanted to try something a bit different, we decided to play Final Fantasy Tactics: The War of the Lions. This game was chosen due to its character recruitment feature. The recruited characters can be named, and they can be levelled up to unlock multiple classes. In order to play it, my friend who owns the game, streams the game and we ask him to move our respective characters to a desired location. Although our friend gives suggestions on what move to use, in the end we are the ones who decide on what to do with the character. It was very fun since we can fool around with our character and exploit the game’s mechanics.

The main battle program’s “backbone” is the use of while loops and library, there are also other features that are needed but these are very important for a turn-based battle system. The while loops are important so that the enemy will automatically attack after the player chooses a move, and it also prevents the program from crashing. It also allows the player to restart the battle if he/she wants to. The dictionary contains all the names and the moves and how much damage or regeneration they can perform. The “random” library is used for the range of effect a move can perform, and the chance for the move to miss. It is also important for the enemy to pick its move. The “time” library is used so that there is a pause between each line of dialogue, allowing the players to take their time to read the story. All the functions used for battles are put in a different file, this allows easier debug. Thus, the file for battles is imported into the main file.

For future improvements, a graphical user interface will be made. More parameters are planned to be added, such as evasion, critical hits, and effective moves. Although this is still in consideration, the game’s system will change from a text-based battle theme into a map battle theme such as games like Fire Emblem and Final Fantasy Tactics, while keeping focus in story and dialogue. This means that character sprites will be used. Since Pygame library has promising features, that library will probably be used. Unique enemies are also planned to be made.