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Engineering Rank Band (151-200)
Pharmacy Rank - 77
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Mini Project-II (ID201B)

Even Semester
Session 2024-25

Nyxoria:

Echoes of the Abyss

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Introduction

- Welcome to the world of Nyxoria, a land once thriving but now teetering on the brink of ruin. As the last heir of the Luminarch Dynasty, players will embark on a journey to restore justice—or embrace the darkness—in this choice-driven, story-rich RPG.
- Developed using RPG Maker VX Ace, Nyxoria: Echoes of the Abyss blends strategic combat, moral dilemmas, and multiple endings to create a unique indie experience. Every decision influences the fate of the kingdom, from liberating its people to succumbing to corruption and tyranny.

Literature Review

➤ Literature Review for *Nyxoria: Echoes of the Abyss*

1. The Role of Choice in Narrative-Driven Games

- Choice-driven RPGs have been extensively studied in game design literature, showing that **branching narratives** enhance player agency and immersion (Juul, 2005). Games like *Undertale* (Fox, 2015) and *The Witcher 3* (CD Projekt Red, 2015) demonstrate how moral choices impact endings, similar to *Nyxoria*'s justice vs. corruption system. The use of **multiple endings** aligns with theories of **narrative interactivity** (Murray, 1997), reinforcing player engagement.

2. Real-Time Combat vs. Turn-Based Mechanics

- Real-time combat provides **faster engagement and reflex-based challenges**, distinguishing *Nyxoria* from traditional turn-based RPGs. Studies on action RPGs, such as *Dark Souls* (Miyazaki, 2011), highlight **player skill progression** as a key motivator (Salen & Zimmerman, 2004). LibGDX's Scene2D library allows for responsive action mechanics, similar to combat systems in indie hits like *Hollow Knight* (Team Cherry, 2017).

Literature Review (Contd.)

3. The Corruption System and Player Morality

- Moral systems in games influence **player decision-making** (Sicart, 2013). Games like *Infamous* (Sucker Punch, 2009) and *Fable* (Lionhead Studios, 2004) use **morality meters** to shape player interactions. *Nyxoria*'s corruption mechanic expands on this by offering **both gameplay benefits (dark powers) and social consequences (alienation of allies)**, adding strategic depth.

4. Game Design Using RPG MAKER VX Ace

- RPG Maker VX Ace is a user-friendly engine designed to simplify 2D RPG development through its intuitive eventing system and database management (Enterbrain, n.d.). Its tools enable efficient creation of maps, characters, and storylines, aligning with indie development practices (Harvey, 2011). For *Nyxoria: Echoes of the Abyss*, RPG Maker VX Ace facilitates the implementation of branching narratives, character interactions, and strategic combat.

5. Marketing Strategies for Indie RPGs

- Successful indie RPG launches, like *Celeste* (Matt Makes Games, 2018), show that **social media teasers and trailers** drive engagement (Schreier, 2020). Using itch.io as a launchpad aligns with **indie marketing trends**, while later Steam distribution follows a **staggered release strategy** to maximize visibility.

Objective of the Project

- Game Design & Development Objectives

Develop a 2D Action RPG using RPG MAKER VX Ace that features Strategic turn-based combat and choice-driven storytelling.

Implement a Corruption System where player decisions impact abilities, allies, and narrative outcomes.

Create an immersive fantasy world with distinct regions, engaging lore, and branching story paths.

Ensure smooth gameplay mechanics by optimizing combat responsiveness, AI behavior, and UI elements.

- Narrative & Thematic Objectives

Explore themes of justice vs. corruption through interactive storytelling and meaningful player choices.

Offer multiple endings based on the player's moral and strategic decisions.

Design compelling characters like Vaelin and the High Arbiter, whose actions shift based on player influence.

- 3. Technical & Optimization Objectives

Utilize RPG MAKER VX Ace Assets (Tileset, Animations, Sprites) for physics, UI, and visual effects.

Optimize game performance for smooth 60 FPS gameplay on mid-range PCs.

Implement save/load functionality and scalable difficulty settings for accessibility.

- 4. Marketing & Release Objectives

Release an MVP on itch.io within 8 weeks, followed by a refined Steam version.

Create a marketing strategy with a gameplay trailer, social media promotions, and a press kit.

Engage with the indie gaming community via forums (r/IndieDev, TIGSource) and early tester feedback.

Hardware Requirements

OS: Windows 10/11, Linux, macOS

Processor: Intel Core i5-7500 (3.4 GHz) or AMD Ryzen 3 3200G

GPU: NVIDIA GTX 750 Ti / AMD Radeon R7 260X (or better)

RAM: 4 GB

Storage: 1 GB available space

Sound Card: Dedicated audio card for better experience

Resolution: 1920x1080

Processor: Intel Core i7-9700K / AMD Ryzen 5 5600X

RAM: 8–16 GB (For running Eclipse, Tiled, Aseprite, and testing)

GPU: GTX 1050 Ti / RTX 2060 or better (For shader effects testing)

Storage: SSD (For faster project loading & asset handling)

Multi-Monitor Setup (Optional): Helps with debugging & asset creation

Technology (Software Requirements)

➤ Technology Stack

Engine: RPG Maker VX Ace

Tools:

- **RPG Maker VX Ace:** For game development.
- **Tiled Map Editor:** For level design (if supplementing RPG Maker's built-in editor).
- **Aseprite/LibreSprite:** For pixel art (for custom assets).
- **Freesound:** For SFX.

Key Features:

- **Eventing System:** For scripting game logic, dialogues, and cutscenes.
- **Database:** For managing game data (characters, skills, items).
- **Character Generator:** For creating character sprites.

Modules

➤ **Module 1: Core Gameplay Mechanics**

- **Player Movement & Controls:** Implement movement using RPG Maker VX Ace's built-in input handling (keyboard/controller).
- **Combat System:** Develop strategic turn-based combat using RPG Maker VX Ace's battle system, with skills (Purge, Void Slash, Celestial Chains) implemented via the database and eventing.
- **Enemy AI:** Program enemy behavior (patrolling, attacking, reacting to the player) using RPG Maker VX Ace's eventing system.
- **UI & HUD:** Design health bars, skill cooldown indicators, and a corruption meter using RPG Maker VX Ace's eventing and potentially scripting for advanced elements.

➤ **Module 2: Story & Decision System**

- **Dialogue System:** Create an interactive dialogue system using RPG Maker VX Ace's eventing system.
- **Choice Impact System:** Track player decisions and adjust story outcomes dynamically using RPG Maker VX Ace's variables, switches, and conditional branches in events.
- **Quest System:** Implement side quests (rescue missions, corruption investigations) using RPG Maker VX Ace's eventing system.
- **Endings & Consequences:** Develop branching endings based on corruption levels and choices, implemented with RPG Maker VX Ace's conditional branches and event flags.

Modules (Contd.)

➤ **Module 3: World Design & Exploration**

- **Level Design:** Build 5 explorable regions (Burning Castle, Tower Town, etc.) using RPG Maker VX Ace's map editor and potentially Tiled Map Editor for custom maps.
- **NPC Interactions:** Implement different NPCs with unique dialogues and side quests using RPG Maker VX Ace's eventing system.
- **Environment Effects:** Add environment effects (lighting, weather, and corruption effects) using RPG Maker VX Ace's built-in features and potentially scripts for more advanced effects.
- **Exploration Rewards:** Include hidden lore, artifacts, and secrets in the game world using RPG Maker VX Ace's eventing system.

Reports

- **Game Design & Development Objectives**

- Develop a 2D RPG using RPG Maker VX Ace, emphasizing strategic combat and choice-driven storytelling.
- Implement a corruption system where choices influence gameplay and story outcomes.
- Design five unique regions, each with lore, quests, and NPC interactions.
- Optimize performance for smooth gameplay at 60 FPS on mid-range PCs.

- **Narrative & Thematic Objectives**

- Explore moral dilemmas through a branching story structure.
- Provide multiple endings influenced by player choices.
- Design compelling characters with complex motivations and relationships.

- **Technical & Optimization Objectives**

- Utilize RPG Maker VX Ace's eventing system and database to manage game logic and data.
- Implement custom visuals and effects using RPG Maker VX Ace's capabilities and potentially scripting (RGSS3).
- Ensure compatibility for Windows.

- **Marketing & Release Objectives**

- Launch the game on itch.io within 8 weeks and later expand to Steam.
- Create a marketing strategy involving trailers, social media campaigns, and a press kit.
- Gather player feedback for post-launch improvements and potential updates

References

- RPG Maker VX Ace Official Website/Documentation
- RPG Maker VX Ace Wiki
- Enterbrain (or Kadokawa)
- Aseprite Documentation: <https://aseprite.org/docs/>
- Freesound: <https://freesound.org/>
- RPG Maker Forums/Communities