Soul Quest

A game by

WitWorkers

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Sri Vishnu Yandarapati

Soul Quest

Game genre	Platform	Team Size
Action based RPG	**PC**	3

Key Points:

- An action RPG game where the players follow the story of Bali, a brave warrior with pure heart and amazing strength, discovering more about his past.

- The player would have to interact with villagers to know more about the hero and about how he ended up in a village.

- Bali needs to explore the world, fight enemies who wants him dead using the weapons strategically from his inventory of multiple weapons as not all enemies can be defeated with a single weapon.

- Someone in the game world wants our hero dead and it's up to the players to find out who he is and how to defeat the villain.

- This game will contain several areas to play before the player will come face to face with the main villain of the game, where the fate of the player will be decided by an intense duel.

The Team:

Siva Sandeep Subramanian:

I am pursuing my masters in computer science at UNC Charlotte. I hail from Madurai, India. As a 90s kid growing up in India my primary goal as a kid was to study. There was no place for games in a middle class Indian family. I have to cheat my way to play computer games. The first game I played was Dave, a MS-DoS platform game. I was instantly attracted towards the simple game design and mechanics. Ever since, I have played plenty of games ranging from Mario to Dota2. I have learned so much from playing all these games which made me choose game design course in the first place. I wanted to give back to the community which made my life easier. I wanted to develop games which are fun and interesting and being a gamer makes it easier to know what people want from games.

I have played games across several platforms: PC, mobile, Nintendo ds, Xbox, PS. I understand the difficulty a gamer faces in each platform and the comfort level from switching platforms. I think a game developer has to consider these tiny details while developing games. I also consider games to be art. The visual effects of the game should be appealing to the player and even though a developer puts lots of effort in logic, if it is not visually appealing, the player will not be much interested in playing the game.

Being an artist myself, I could increase the artistic appeal of a game. I can also create sound effects and soulful background music which is very much needed for a game to get connected with it player.

Venkata Sai Santosh Ravi Teja Kancharla

My expedition into the gaming world started when I was 8 years old and played Super Mario for the first time. I played a lot of games from then but later when I was introduced to computer programming in my high school, my whole perspective of games changed. I used to look at games from the designer's view and think how the elements are programmed and how the game is managing to capture the interest of the player. The coding that goes behind a game generates more interest in me rather than the game itself. I started developing arcade games using python and often alter the rules and characters in the game to study the effect of them on the player.

I am currently pursuing my masters in computer science at UNC Charlotte. Game development has always been my primary area of interest which made me choose courses related to this area. I never stopped playing games and that helped me in being updated with the new games developed. I constantly think of new ideas that can be gamified. I feel my strength lies in my programming capability and in my experience of playing a lot of games, which will help me in developing successful games

Sri Vishnu Yandarapati

I started playing games at the age of 5 if all the childish and informal games are ignored. Starting from Dave, I have played many videogames. These include wargames like battleships, memory games like memory blocks, racing games like Need for speed, games based on sports like cricket etc. Having the experience of playing games from Play station to mobile device, I would be able to judge the user experience even when the game is in development phase itself. The knowledge of both positive and negative points in many games gave me an overall idea about qualities of an ideal game. This helps me in framing rules of the game, design of user interface and rubrics for scoring. Since I am a short story writer, I can make an intriguing background story for the game that makes a person completely involved in the magic circle. I can make a game with permissible levels of violence so that the children won't get feared and adults don't lose interest. Observing people of different age groups from my niece to my aunt playing games helped me to analyze it.

I am an undergraduate in computer science and worked as an employee at a software company for 3 years. Game design with drag and drop is no difficult task for me because I had the experience of developing code even from scratch. Testing the executable for bugs from various perspectives was my daily job for 3 years. I worked on various operating systems like windows, android and iOS. So, I can design efficient code with less memory occupancy for various platforms. With the experience as a team member for 2 years and as a team lead for 1 year in a corporate firm, I can manage my team to deliver the best output. Brainstorming of ideas, discussing pros and cons of each of them and making the best decisions without hurting anyone in the team is my main role as a team lead.

The background

Back in 8ᵗʰ century there lived an adventurous tribal named Bali. He neither knows about his parents nor about his birth. He just grew up feeding on fruits of trees along with animals in the forest and training himself to defend from wild animals or hunters. One day the river overflows and he flees to a safer place and goes to a nearby village named Kuntala, inside the kingdom of Sripura. Here a spy of king Bhalla finds him and immediately informs the king about Bali. Back in the village, Bali faces an attack from unknown people. Why are these people attacking Bali? Is this the final attack on him or some more people are awaiting Bali's death? What the attackers have against the tribal guy who doesn't even know about himself? Does this have anything to do with the king? What is this tribal guy's birth secret? Will Bali be able to defend the attack and discover his true identity?

The characters

Bali: The central character in the game, who sets on a journey to know his past and kill the people who attacked him.

Bhalla: The evil king of Sripura, who attacks Bali and aims to end his life. They have a past which the player can know only through the game.

Villagers: The people of the kingdom Sripura who help in the hero's quest to destroy the evil king Bhalla.

Evil army: The army of Bhalla, who are assigned to kill Bali before he reaches the king.

The game

The game starts with the hero exploring villages around him in quest of his past and an unknown army attacks him. He need to defend himself and kill the attackers. There starts his journey to know the reason he was attacked. Through his journey he learns his past and his relationship with the evil king Bhalla of Sripura.

It is an action based RPG game, where the player needs to interact with the villagers to know about his story and about the kingdom of Sripura. They guide him giving him details about the army and also about king Bhalla. The player has an inventory of various weapons from which he chooses his weapons for a battle.

There will be scenes in village involving dialogues with the villagers and these scenes will be followed by some battle levels with the army. The player needs to develop his strategy for the battle from information he gained from the villagers. After a series of battles with the army, the player meets king Bhalla for the final showdown.

In the battle both the player and the army members have health. The player must attack the army and kill them. In the process, if the player gets attacked, his health will reduce and if the health reaches zero he will die, i.e. game will be over.

There will be several weapons for the player in his inventory. Some of the weapons are: Sword, Bow and arrows, Shield, Lantern, Hammer etc.

The battles are not going to be easy. The player gets help in form of some power ups during battles and also during the meetings with the villagers. The powerups like:

Ammo: Extra arrows (If a bow is used by the player in the level.)

Health: Extra health for the player.

Shield: To defend from the attacks of army.

Special attacks: multiple arrows, Fire sword etc.

Defeating the evil King Bhalla brings the game to an end. The hero discovers his identity and his purpose for the kingdom of Sripura.

Sample Artwork:

Note: These are rough sketches and will not reflect the production quality of the playable game.

1. The characters of the game

Bali – Hero

Bhalla – The Evil King

Member of Evil Army

Villagers

2. The village where the player meets villagers.