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Title: **RPG games Development in Unity focusing on HCI**

Academic Question:

What are the implications of replacing text-based dialog in RPG games with type-in system, and how does it affect the player experience?

Artefact:

The complete artefact is an RPG game with two separate worlds the player can explore and interact with. This includes the NPCs that use a chat based dialog system instead of the traditional and outdated text-based dialog system.

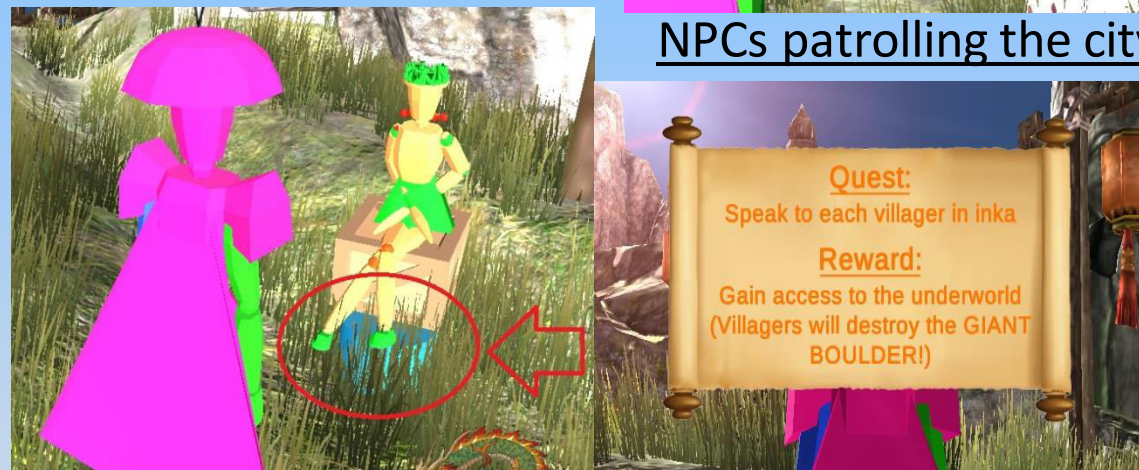


Speech bubble for players and NPCs

NPCs patrolling the city

Evaluation:

The current text-based dialogue system is widely adopted and used across the RPG genre of the games. As such, the time used to upgrading this system can possibly be used to improve the game quality and gameplay. However, limiting the HCI quality will drastically impact the overall player experience.



Intractable NPCs

Quest dialog for player

Development Process:

My development process started with the creation of the characters and the world they live in. Following that, I created basic AI movement and a chat box system as well as speech bubbles. With the foundation finished, I began working on a quest system and main menu for the game.

Conclusion:

My research and artefact concluded that there is a lot of room for development in the current state of AI communication with the rise of new and complex technology.

Aims:

Learn to work with Blender and Unity.

Develop communication between AI and players.

Game should be regularly tested

Research current state of AI in modern RPGs and MMORPGs

Objectives:

Develop a RPG game

Develop interface

Develop Menus

Create AI based NPCs

Construct chat based dialog system for both

AI and player

References:

(1).Barton, M. (2008). Dungeons and desktops. Wellesley, Mass.: A.K. Peters.

(2).Hocking J. (2018) Unity in Action, Second Edition: Multiplatform game development in C#.

(3).M.Blain J. (2017) The Complete Guide to Blender Graphics: Computer Modelling & Animation, Fourth Edition.

(4).Karamian V. (2018) Building an RPG with Unity 2018: Leverage the power of Unity 2018 to build elements of an RPG., 2nd Edition.