

Developer Team Name:

Coding Unity Magic

Developers (and Testers):

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Game Title:

Curse of Cubes: Dovahkube

Reason and Purpose

Our game is a linear, third-person RPG where everyone has been turned into cubes. The player is going on an adventure to end the curse of the cubes by defeating a three-headed dragon. He is the Dovahkube.

The main draw of our game is that the funny concept will give the player a unique experience. The story also branches, with some hidden goodies, to increase replayability.

Controls

- Move Player: WASD
- Move camera: Mouse
- Attack: Left Click
- Jump: Space
- Sprint: Shift
- Talk: E when cursor is on the NPC
- Put objects in inventory: E when cursor is on objects.
- Use item: Q.
- Open Item Inventory: I
- Quest log: J

Items and Objects

Equipable:

- Iron Sword
- Dovahkube sword

Useable items:

- Health potions

Backstory

You were but a simple peasant when the dragon struck. While it had three distinct heads, the center one cast a curse onto the village. It turned everyone into grey cubes, including you. Now defenseless, the dragon easily gobbled everyone up, but you escaped.

While life as a cube is tough, it's been manageable, as you are still able to levitate objects to imitate holding them, and store items inside your shell of a body. The need for food and water is gone, but is being a formless cube worth that tradeoff?

You lived in solitude, feared people would be afraid of your curse, until a traveling salesman noticed you on a trail. He was not surprised, as he heard rumors of the rampaging dragon and the cube curse. But that was not all, there is a cure. Simply, "defeat the dragon and the curse will be lifted," he said. With a map to the dragon's stronghold in your metaphorical hand, you set off to reclaim your humanity.

Exploration

Player arrives at the forest. Player can visit the camp and meet a cast of characters. Wizard, another peasant, knight, and smith.

If the player goes into the forest, there are mobs, a material to make an epic sword, and the thief.

Road to dragon cave entrance also has mobs.

With some exploring, a hidden cave can be found with a magic spring and another material for the epic sword.

Dragon cave will have mobs, wizard's wand, and, of course, the Dragon.

Characters

Wizard – Wears a wizard hat (possibly beard). Funny man. Being a cube stripped him of his magic, though. He has a quest for the player to find his wand that he dropped in the dragon cave.

Peasant – Wears a cloth hat. Makes sarcastic, snarky, fourth wall-breaking comments that critique the concept of the game. Has a conspiracy that since the only recognizable attribute is silly hats, someone could be in disguise and be up to no good.

Knight – Wears a knight helmet and holds a sword. Serious man. . . Or so it seems. Is actually a female companion of the thief. Once the player enters the cave, an event is triggered where if the “knight” and thief aren't killed, the town is wiped out. They will be in the village, waiting to kill the player. If only one is killed, then the town is still wiped out, and a note is left by the remaining member, threatening them.

Smith – Has a beard and holds a hammer. Talks like a funny dwarf. If the player can collect the correct materials for him, he can build an EPIC sword that can actually hurt the dragon. The smith hates the Dovahkiid, as he believes that he was really a false prophet and wants him dead. Likewise, he idolizes the Dovahkuba as the new savior.

Thief – Seemingly a lonely cube. Asks the player to leave him alone.

Three-Headed Dragon – 3 dragons of legend fused together by an evil wizard. They immediately kill the wizard for putting them together, and, since there is no other wizard powerful enough to revert it, they are stuck together forever. The 3 heads are all distinct, and hate each other. The main one used to be able to morph people into whatever he wanted, but now, since their magic is split 3 ways, he can only change people into a simple cube. He is the white head and thinks highly of himself, is the self-proclaimed leader. The green head to the

right hand side is female and is more stoic than the other two, but still gets annoyed by her comrades. The left hand side red head is aggressive, always hungry for more humans, and is always angry.

Dovahkiid – The true dragon slayer of legend. He wears a viking helmet. He got lost in the dragon cave when trying to find the dragon. When the player finds him, the Dovahkiid will ask him where to find the dragon. The player can tell him where the dragon is (which will cause him to show up and join the Player in the boss fight), or choose not to tell him. He is really nice as he is the true messiah, but since he got lost on his way to the fight, the community thinks he's a false prophet. Thus once the player asks him for some blood, he will give it to him without question. But if you kill him, you get the blood, too.

Goblins – They were turned into cubes as well by the dragon. They are the mobs of the area and show up in the forest and caves. They are green cubes.

Quests

Kill dragon

Find and kill the dragon.

- Find the dragon lair
- Find the dragon
- Kill the dragon
- (Optional: Talk your way out of the dragon fight)

Make epic dragon killing sword

Help the smith forge the dovahkute sword.

- Find Flowers on Fire
- Return Flowers on Fire back to smith
- Find Magic
- Return Magic back to smith
- Find Blood of the Dovahkiid
- Return Blood of the Dovahkiid back to smith

Find wizard's wand

Help the wizard get his wand back.

- Find the wand
- Return it back to the wizard

Save camp from the thieves(Hidden)

Does not appear on the quest list, player must figure out the triggers by himself.

- If the thief and/or “knight” stay alive and the player goes into the cave, everyone in the camp dies. The living members will be in the camp, waiting for the player to come back.
- Once player talks to the remaining thief member(s), they’ll attack.
- Both need to be killed to prevent it.

Endings

- If the player dies: Game Over. Quits to main menu.
- If the player kills the dragon on their own, the Dovahkubé will be regarded as a hero.
- If the player kills the dragon and the Dovahkiid survives the fight, the Dovahkiid will be regarded as the hero, the player is quickly forgotten.
- Depending on certain events, the player will be rewarded a title if they happen.
 - If the camp is wiped out by the thieves
 - If the player kills all the NPCs,
 - If the player kills some of the NPCs.

Repository

Importing from github to bitbucket, commit history imports as well.

Sprints

First Sprint:

- Will: Modeling the map
- John: Writing all the dialogue / excel trigger chain / flowchart
- Matt: NPC Aggro, pathfinding when NPC is attacking player. Trigger for when player violates NPC’s personal space.
- Tian: Rest of the controls, health, inventory

Second Sprint:

- Seven: UI for inventory (i) and quest log (j)
- Matt: hitbox. Dialogue changing.
- Will: Modeling
- John: Finish the dialogue. Excel trigger chain.
- Overall: Setting up Github

Third Sprint:

- Will: Terrain models
- Matt: Dialogue changing text
- John: Finish dialogue/triggers
- Seven: Inventory shows stats, quest log

- Presentation