



**Nitrogen**  
Interactive

Return of the Exiled:  
Where is my Sandwich?

CS 3383 SA Presentation



# Introduction

## Return of the Exiled: Where is my Sandwich?

We are creating a roguelike rpg game themed after "Path of Exile". The player will start out as a forlorn exile who seeks revenge against the evil tyrant of the land, Jared. As they defeat Jared's minions they will gain fame and fortune, eventually facing off against Jared himself.



# Our Team

Andersen Westphal - TL1

Trevor DeVries - TL2

Yoshi Wiener - TL2+

Eric Johnson - TL3

Haddie Meyer - TL4

Miles Kison - TL5

Torry Chmelik - TL6

# Scene 1



**Action:** You wake to Jared eating your sandwich that you had made the day prior after being exiled from Sublandia.

**Dialogue:** Player calls out for his sandwich but it is too late

**Note:** You are a unnamed exiled that is trying to start a new.

## Scene 2

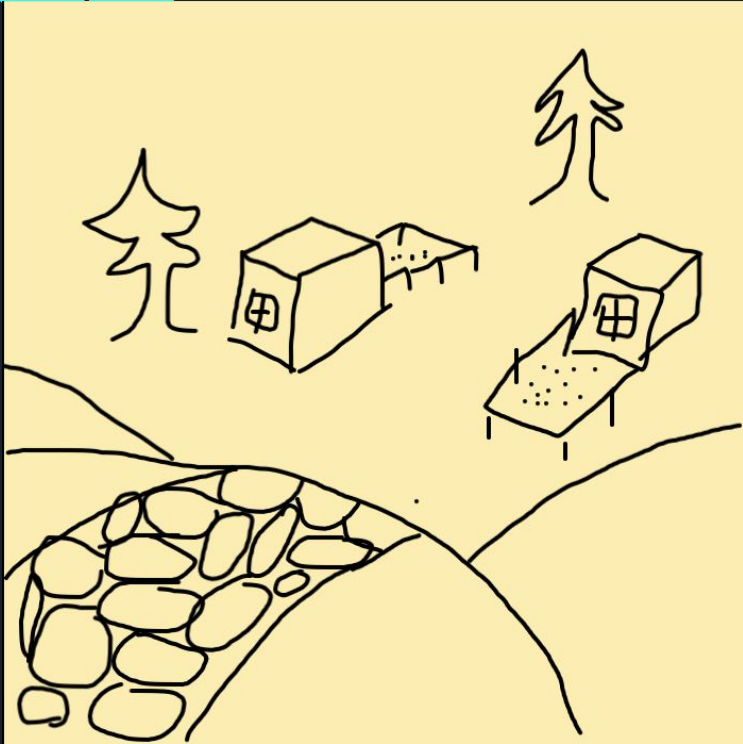


**Action:** With little dough to your name and no connection holding you back you vow to get revenge on Jared

**Dialogue:** None

**Note:** Your journey will begin with the tutorial taking you through basic combat and abilities that you will use on your way to confront Jared

## Scene 3

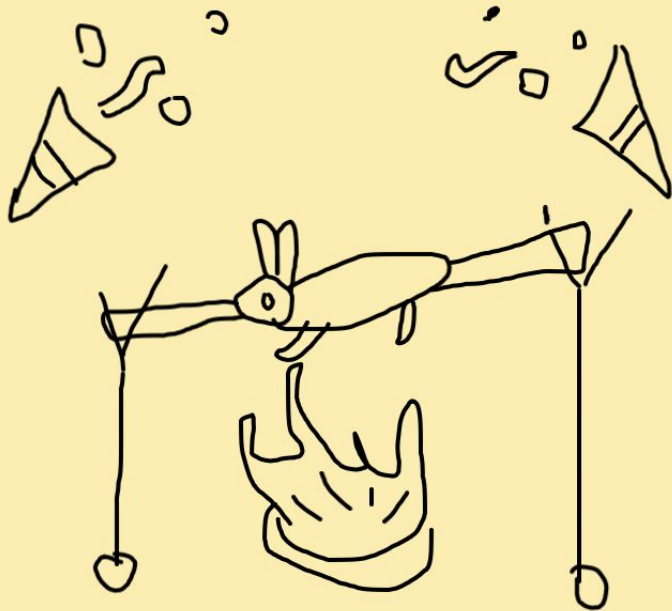


**Action:** The first place you come upon is Footlong Meadow. Not sure where Jared's castle is you ask the local tavern and find out that the town is being ravaged by white bunnies. If you help out these 11 inch children they will guide you to the castle.

**Dialogue:** basic NPC dialog

**Note:** This will be the first level. Your first true combat zones will be found here. The area will include a village and a forest area where the bunny enemies will be found attacking the village

## Scene 4

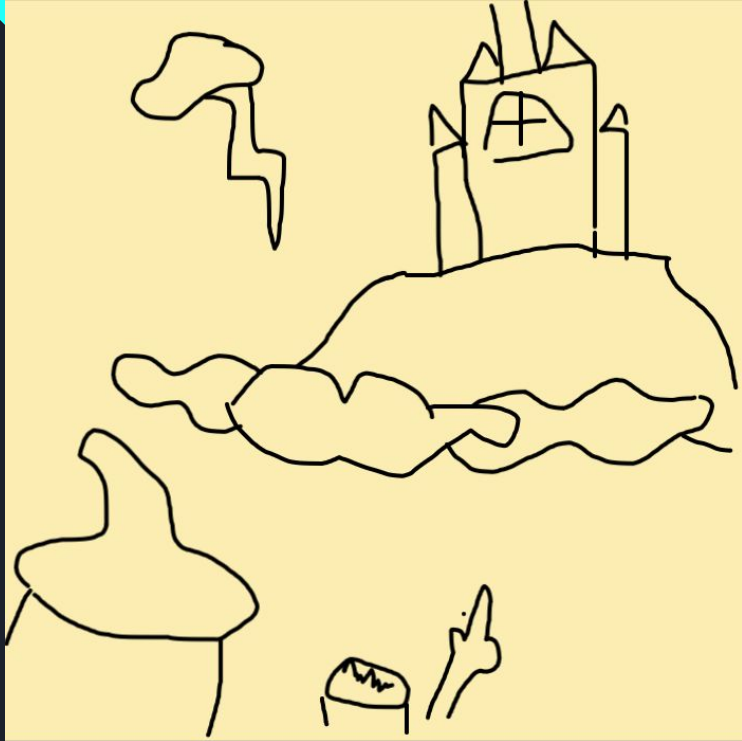


**Action:** You defeat the bunnies after a brutal battle and celebrate with the 11 inch children. They praise you and hold a fest in your honor.

**Dialogue:** Shopkeeper mumbling about trades to player

**Note:** The village will open up and all the shops will open back up. This will give the character a chance to buy and sell weapons.

## Scene 5



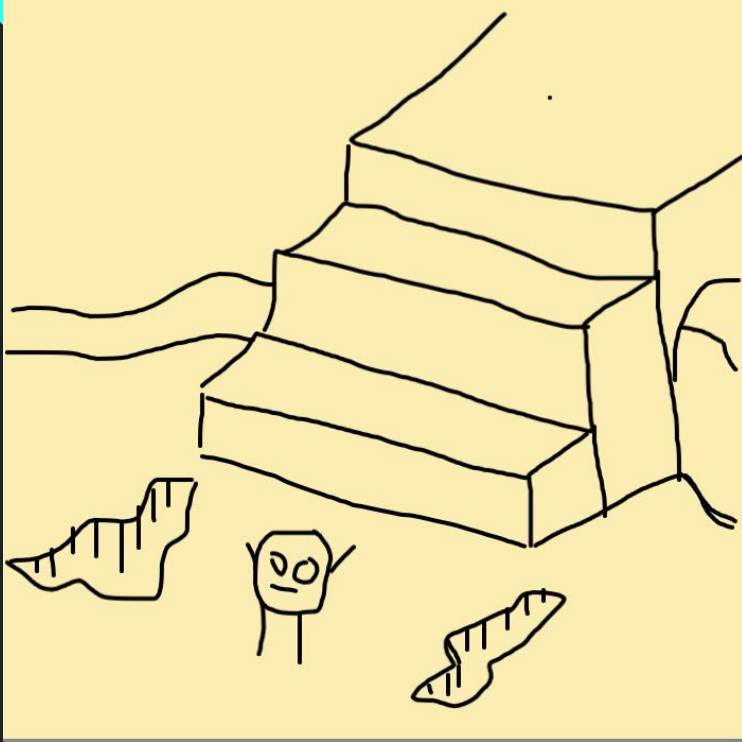
**Action:** A child now guides you to Jared's castle. Along the way you encounter many of Jared's condiment creatures

**Dialogue:** None

**Note:** This will be a combat section at the start of level two where the terrain will change from nice fields to lava filled casums.



## Scene 6



**Action:** You find yourself now in the Marinara Steppes where the child can take you no longer. You must fight through fiery meatballs and jump over marinara streams. After killing all the tasty enemies you finally make it to the steps where you can climb to the top.

**Dialogue:** None

**Note:** This will be the bulk of the second level with combat zones aplenty with lava (marinara) streams on blackened ground. Little to no foliage and enemies at every turn.

## Scene 7



**Action:** You enter Jared's castle expecting a fight but instead it is empty. You make your way through the long halls full of bat screeches and torches until you find the door into the main chamber rooms.

**Dialogue:** shopkeepers mumbles to players about trades

**Note:** After a long fight this will be a moment to relax and take in the dark scenery. There will be one last shop to optimize your gear at. Around you are dark hallways with wooden doors with torches on every corner.

TL5 Miles Kison

## Scene 8

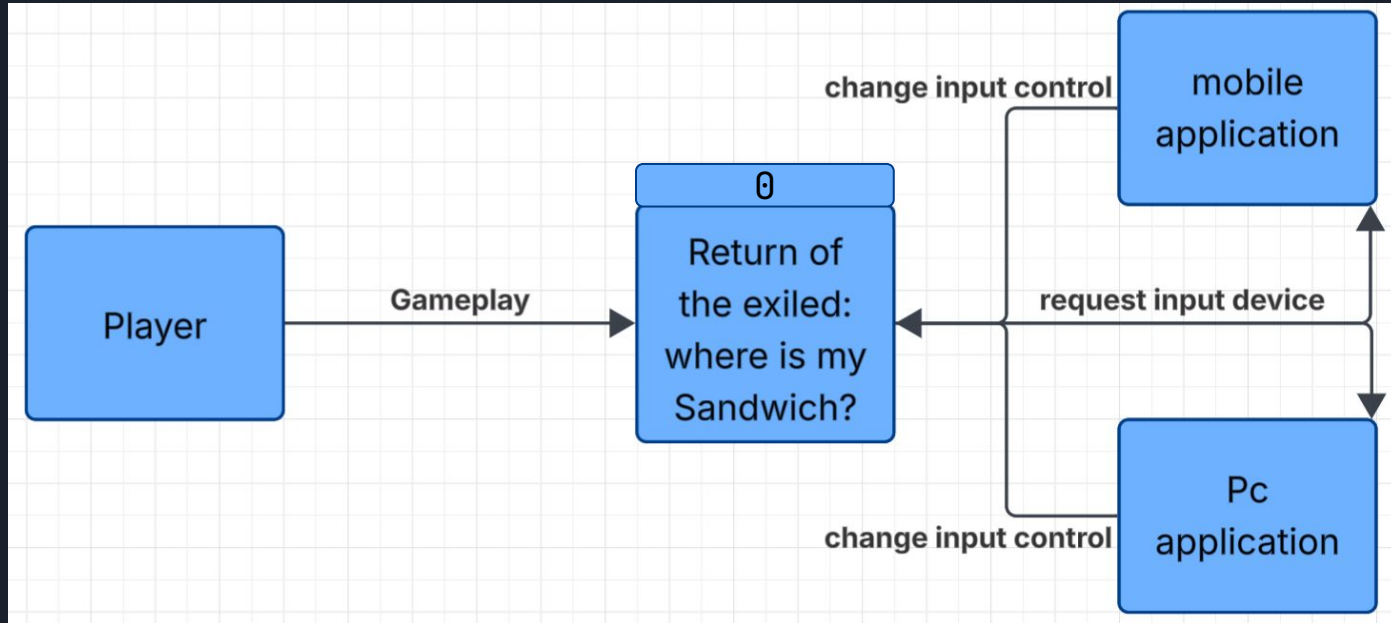


**Action:** After a viscous fight with Jared you kill him finally taking your revenge. With there being a power gap you decide to take the throne to establish a new Law in Sublandia "No man shall ever eat another man's sandwich"

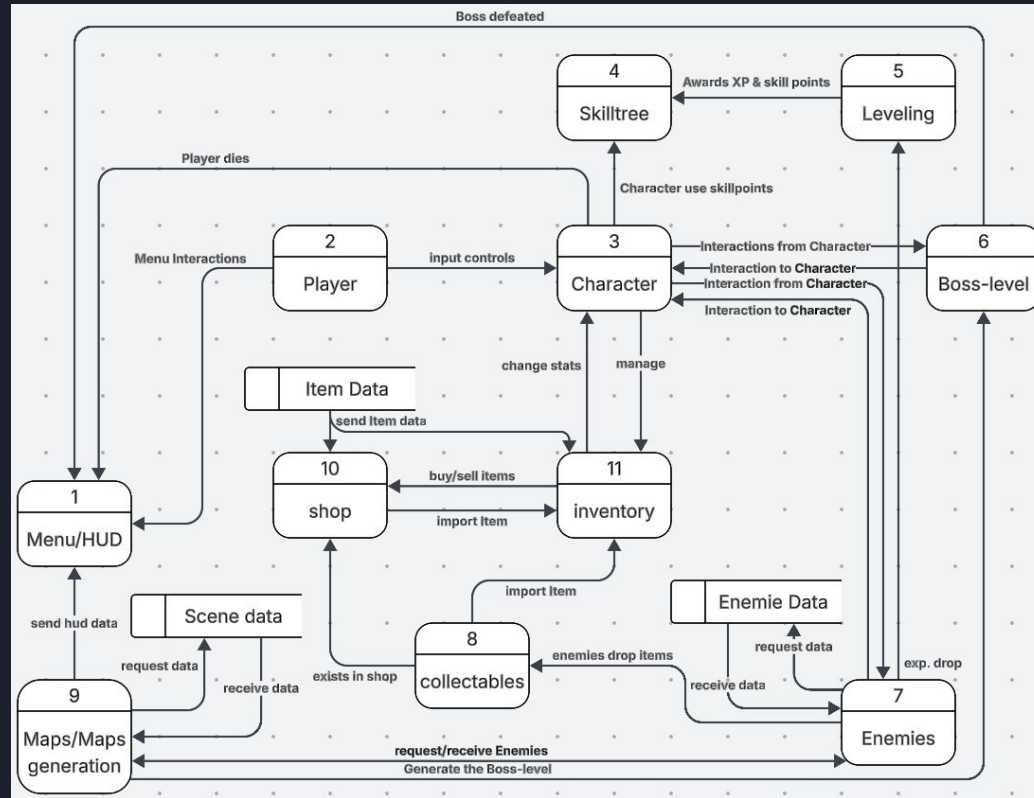
**Dialogue:** final message from Jared cursing the player

**Note:** This will be the final boss fight full of fun surprise abilities. Once defeated you will have reached the end condition and won the game.

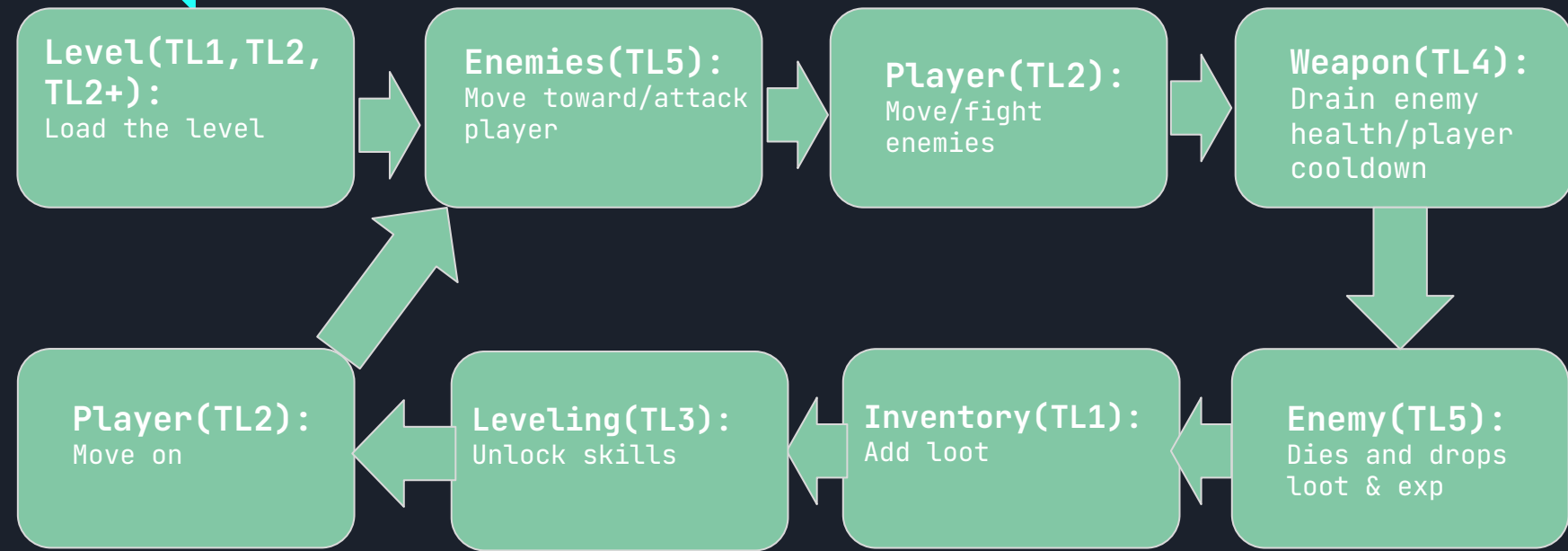
# Context Diagram



# Diagram 0



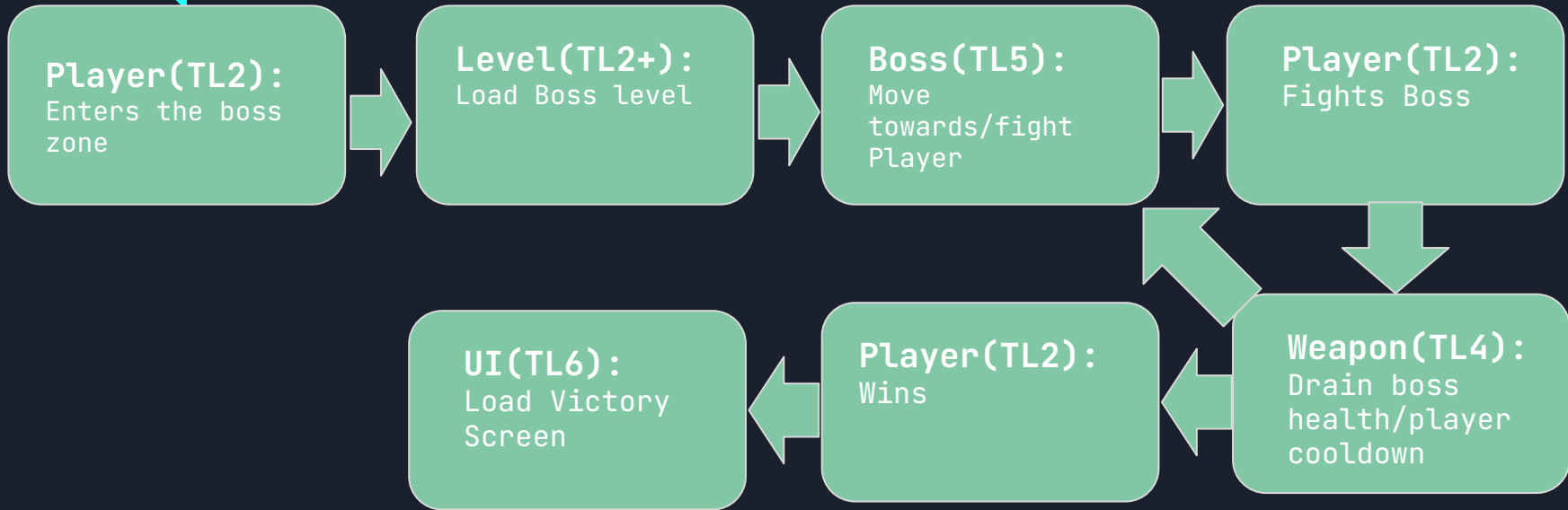
# Global Use Case - Regular play



# Global Use Case - Shop Interaction



# Global Use Case - Final Boss







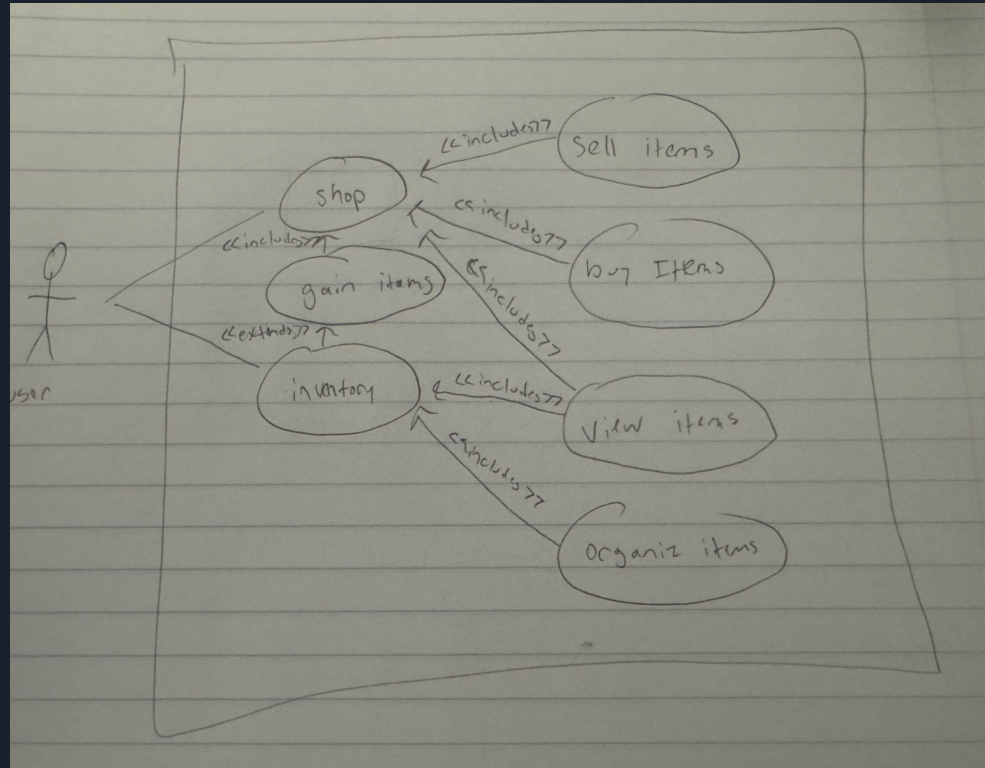
# Shop and Inventory Interface

My Feature is the shop and player inventory interfaces.

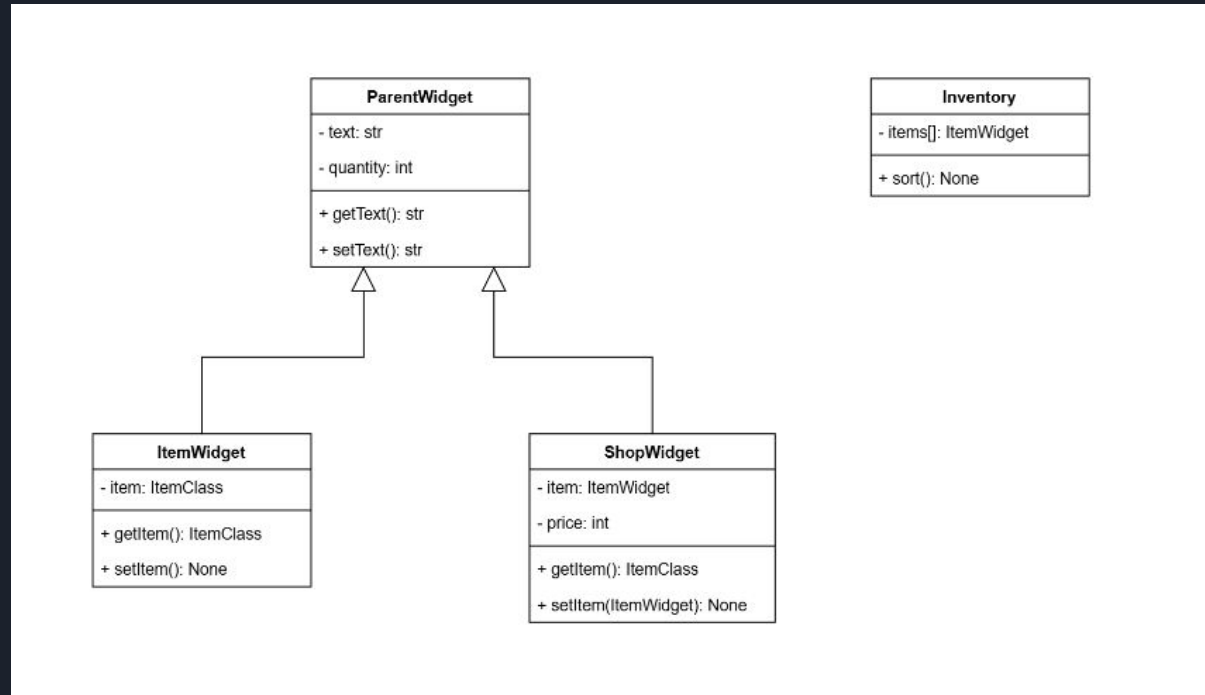
My feature is a high priority because it is needed to progress the player with better items throughout their journey

Complexity: 6/10

# Use Case



# Class Diagrams





# Trevor De Vries

My name is Trevor De Vries

My role will be making the first map, the character, the movements of the character, and the death/respawn features of the character.

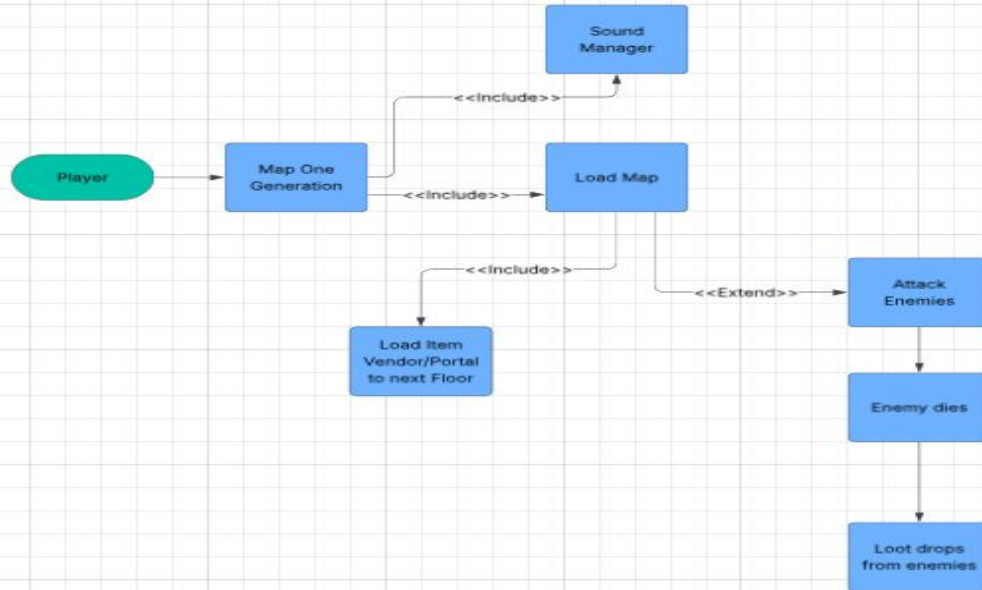
All of these features are high priority.

Walk you through my use case and class diagrams

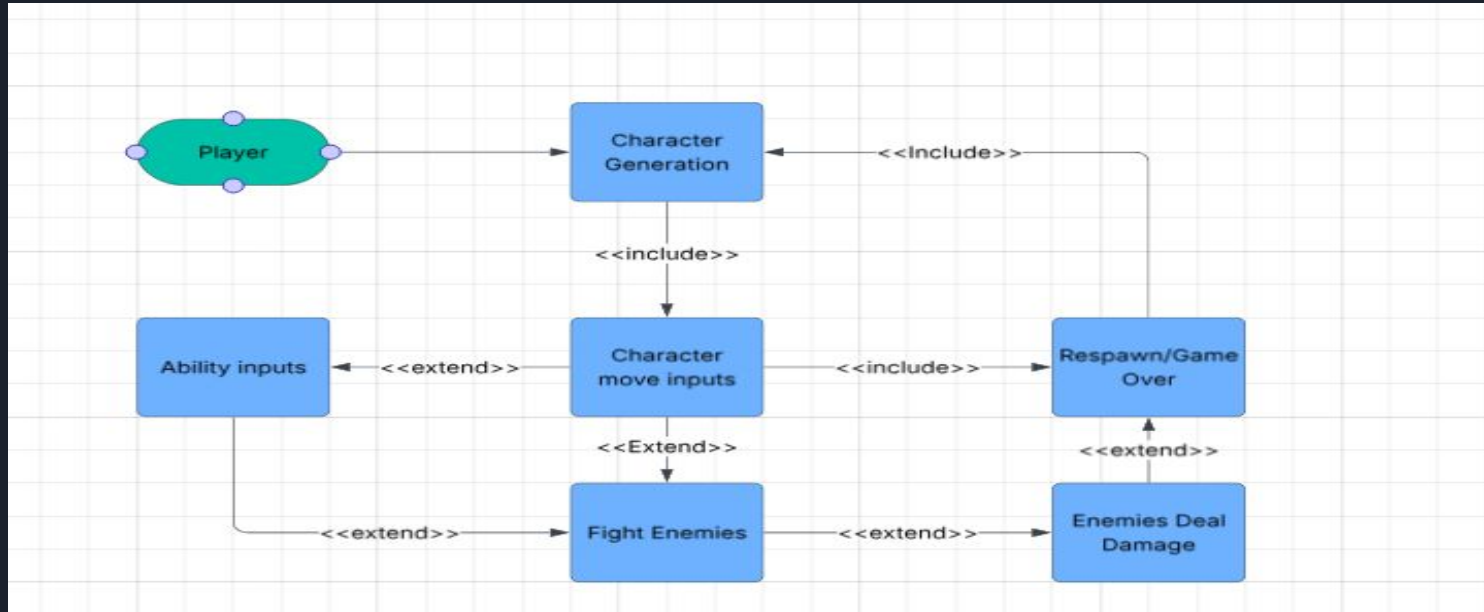
Overall complexity 7/10

Answer any questions

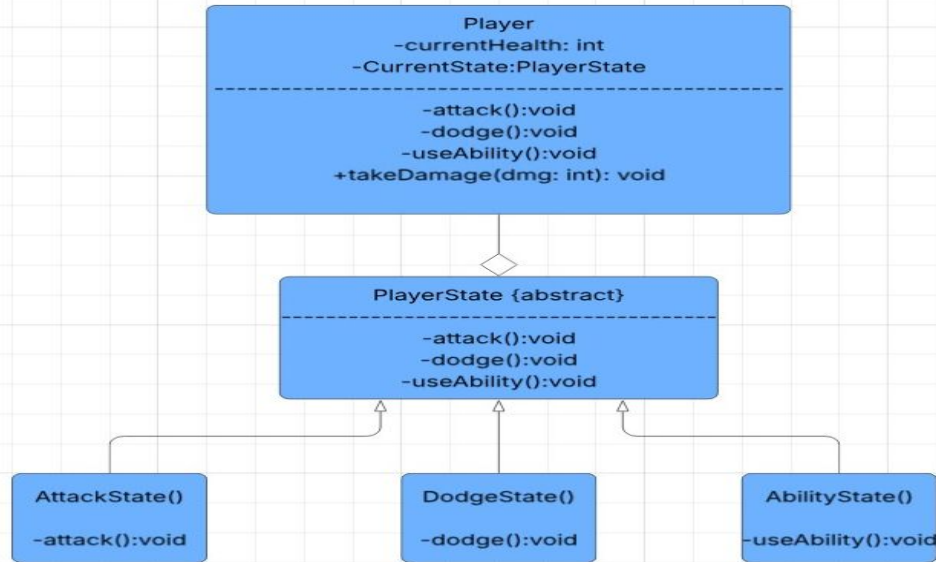
# Map One Diagram



# Character Diagram



# Class Diagram





# Boss-Level and Map 2

My feature is the Boss-level and the Map 2 design of the second Map

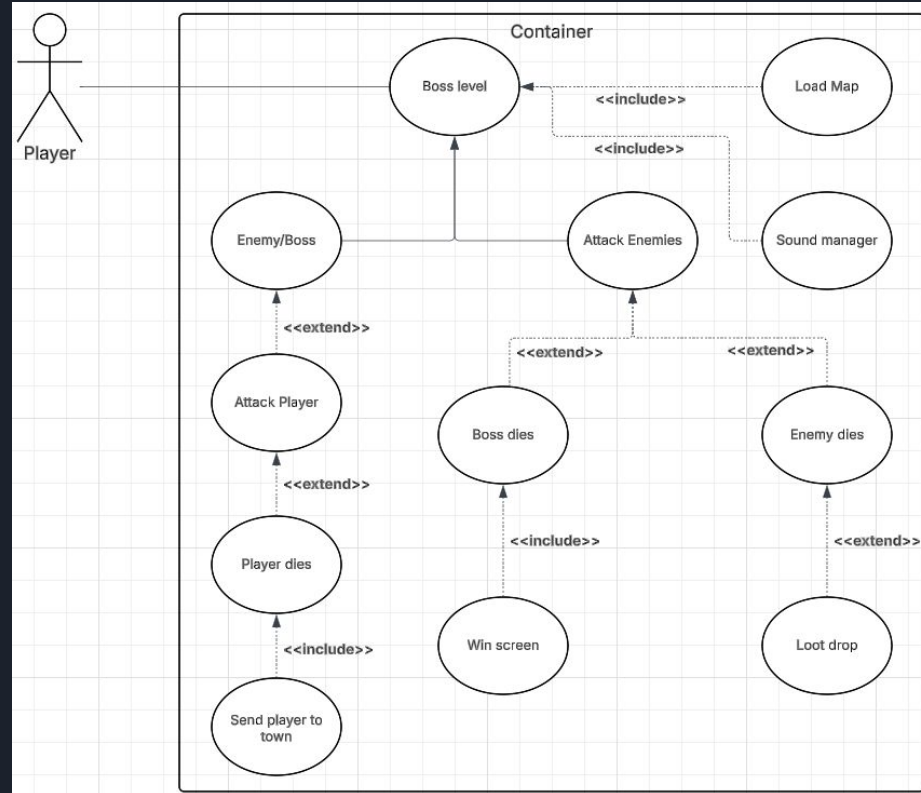
The boss-level has high priority, the Map 2 is nice to have

Overall Complexity (7/10)



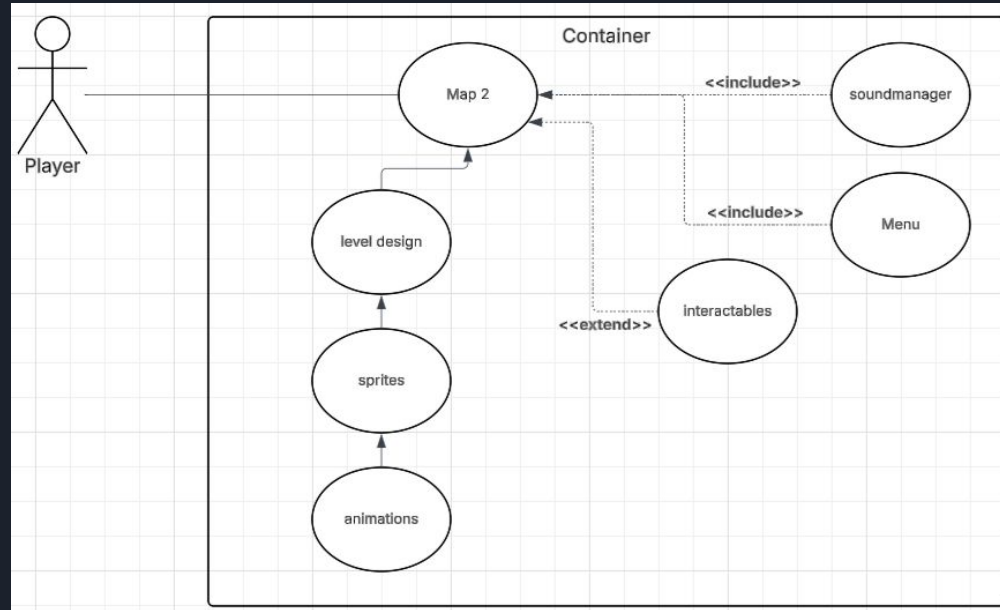
# Use case diagrams

Boss-level

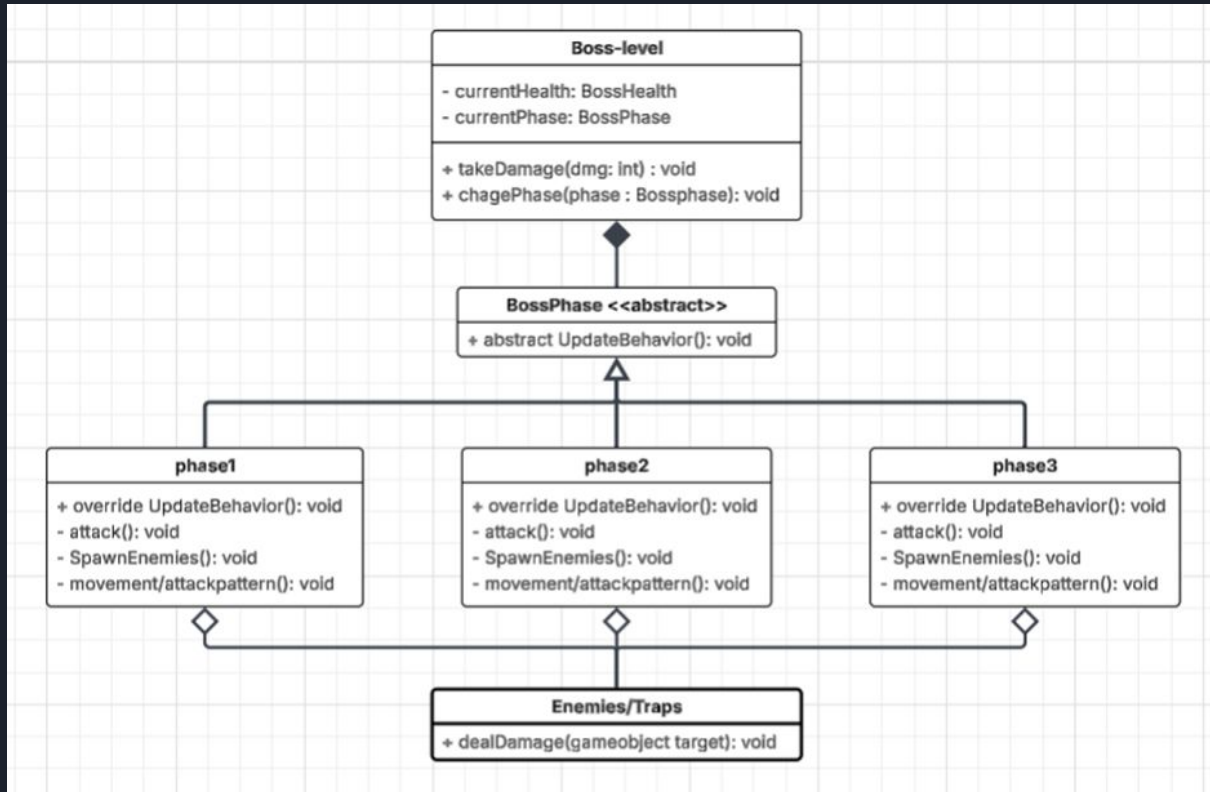


# Use case diagram

Map 2



# Class diagram

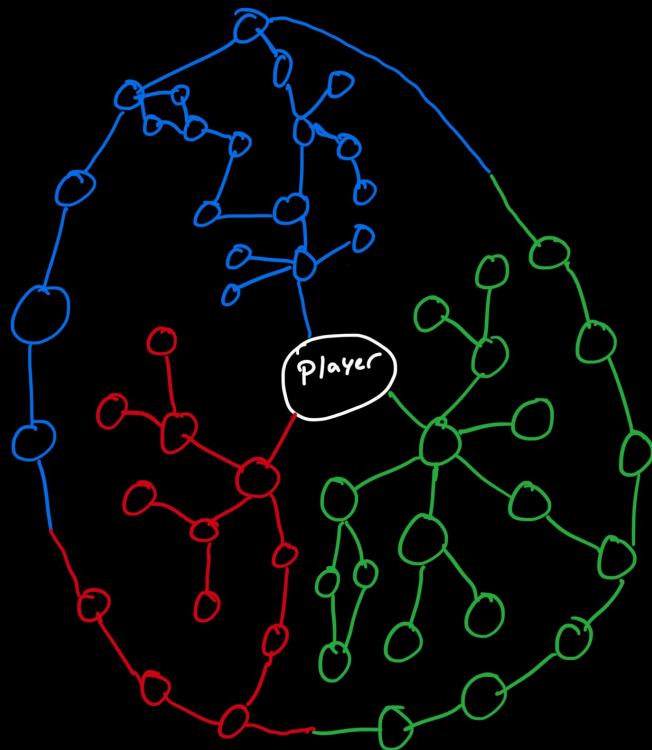




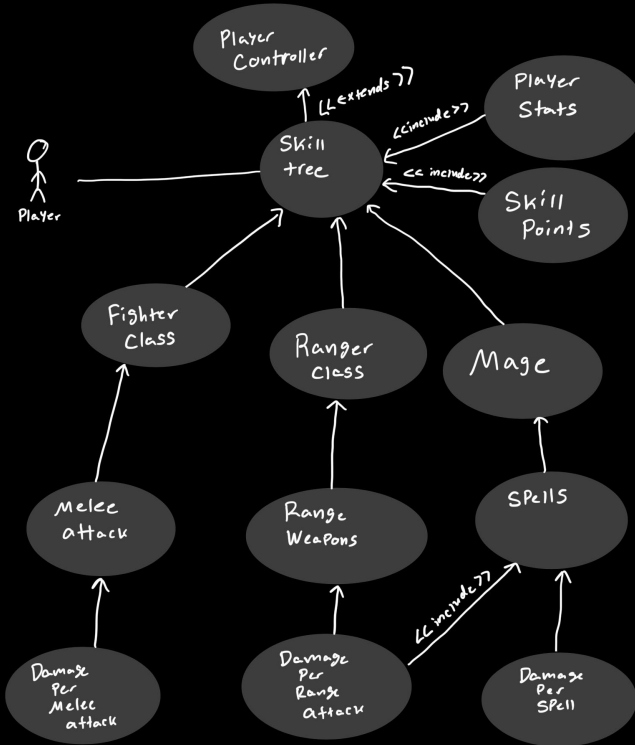
# Eric Johnson

- Skill tree with 3 classes
- Fighter, Ranger, Mage
- Player picks starting class
- Starting class decides where on the skill tree you start
- Medium priority because it is how the player levels up

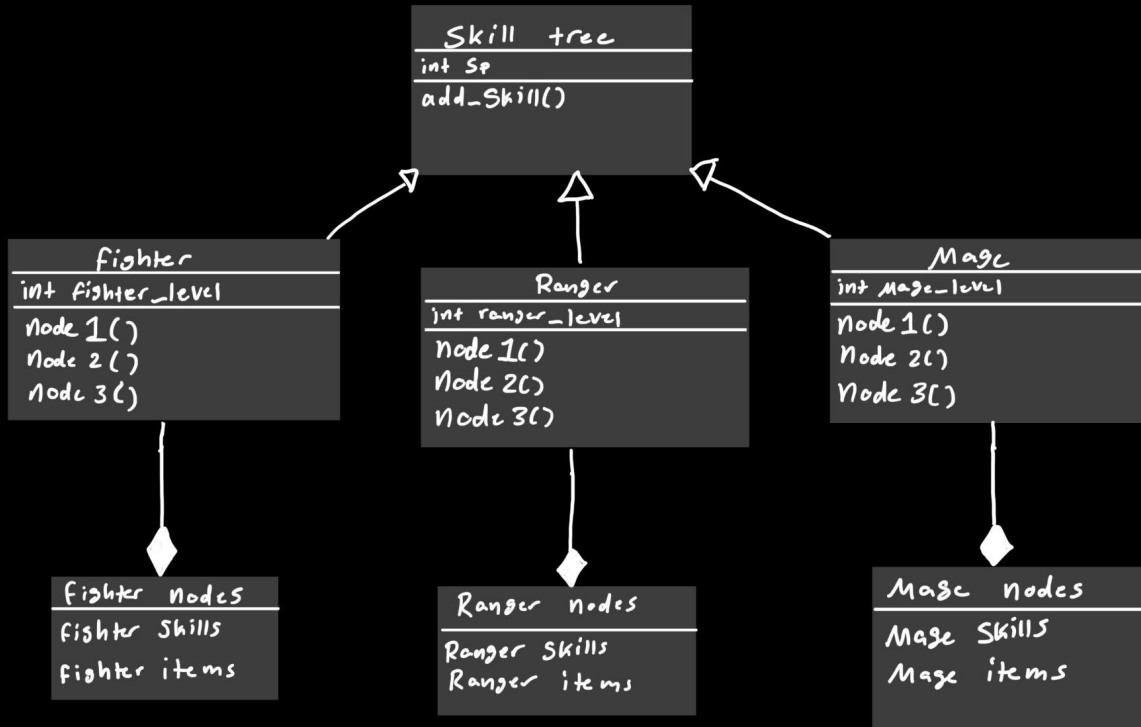
# Eric Johnson



# Eric Johnson



# Eric Johnson



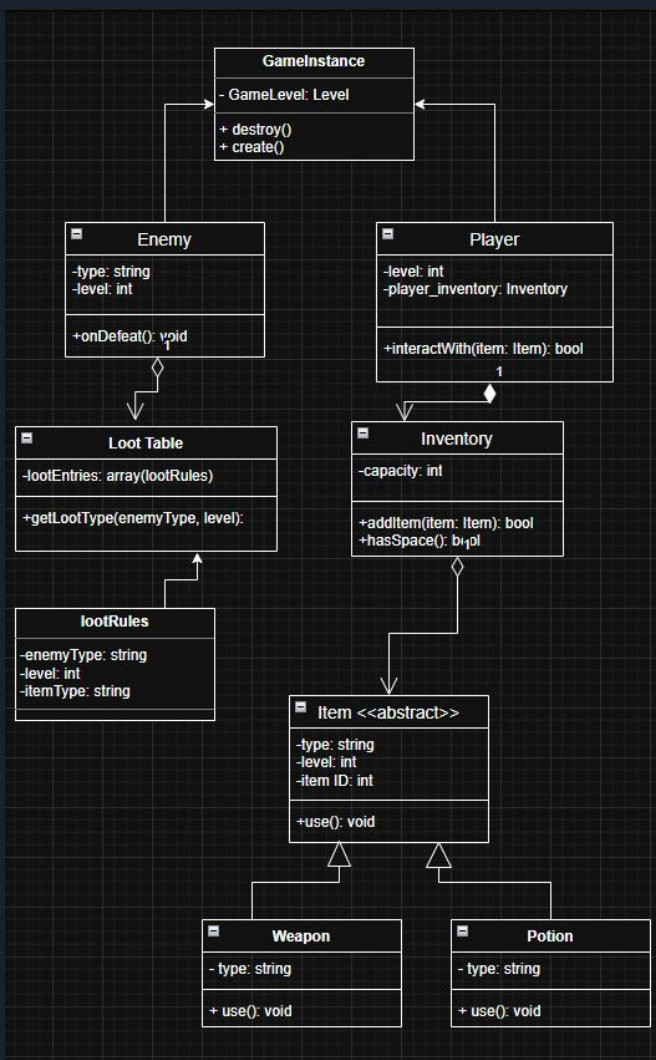


# Collectibles

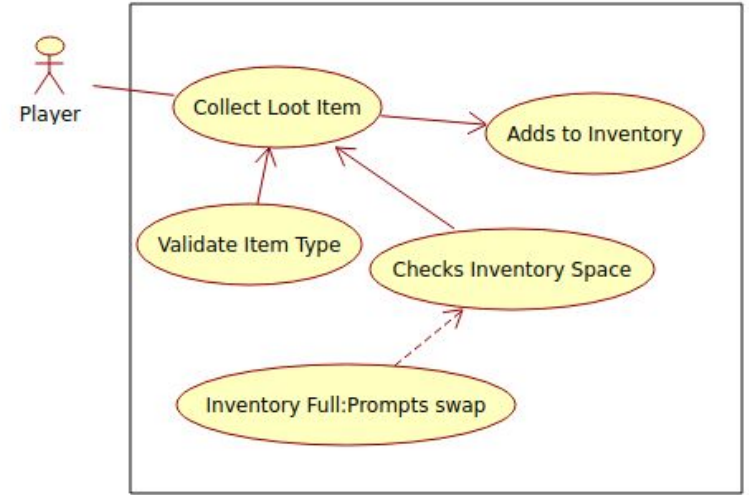
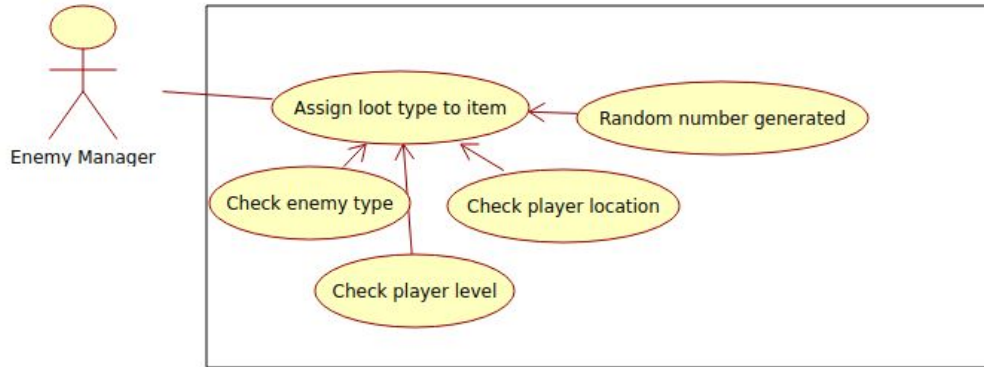
- Items
  - Health potions
  - Weapons
  - “Dough”
- Enemy Drop Mechanics
  - Item types and rarity based on enemy type and player level
- Inventory Checks
  - Inventory too full → item still exists in world
- Medium Priority
- Average Complexity



# Class Diagram



# Use Cases





# Enemies and Enemy Spawners

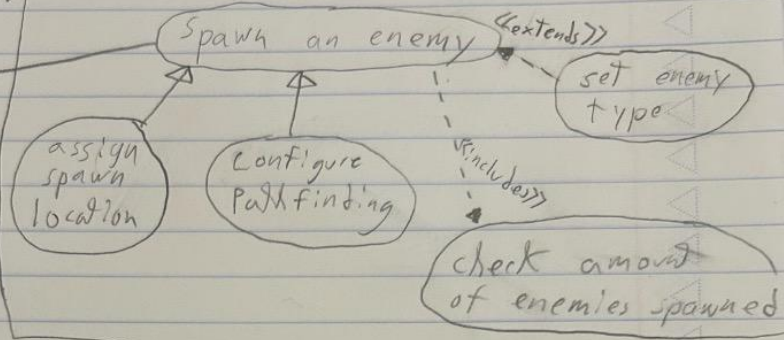
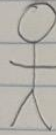
Enemies are an what gives our game a game loop with combat

Very important to the game and will be high complexity

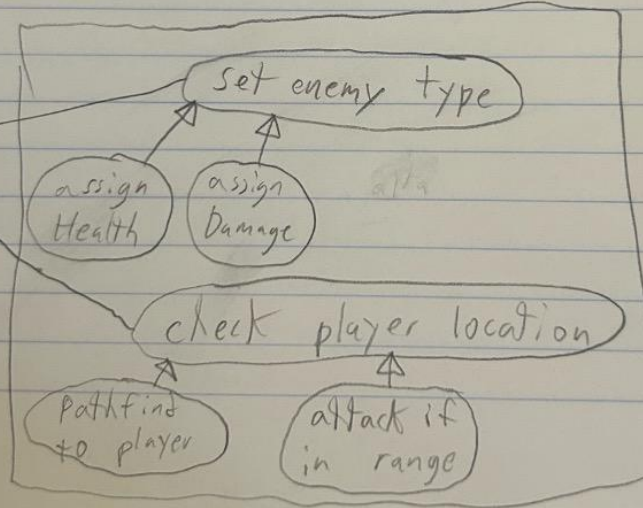
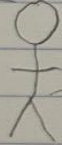
Alongside this will be the spawner that will be in every combat zone should be a smaller feature medium complexity

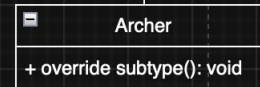
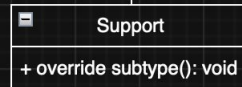
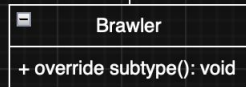
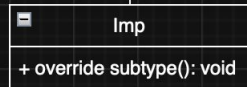
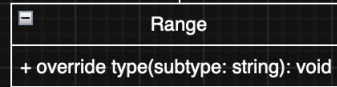
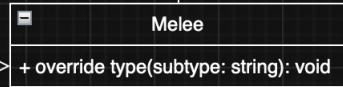
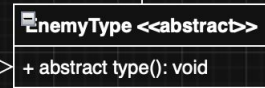
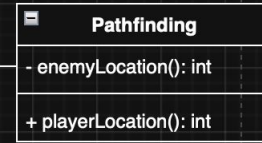
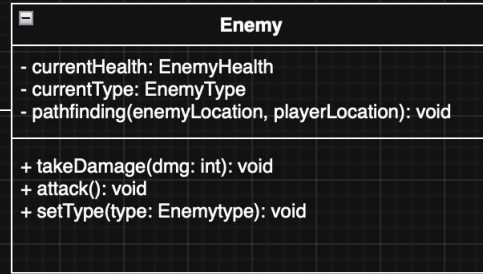
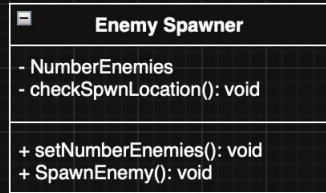
With both of these in tandem the game will have a loop of combat zones that the player will enter and then have enemies spawn and attempt to kill the player. Killing the enemies will drop loot helping to upgrade the player.

Enemy Spawner



Enemy







# Torry Chmelik (Team Lead 6)

## In Charge Of:

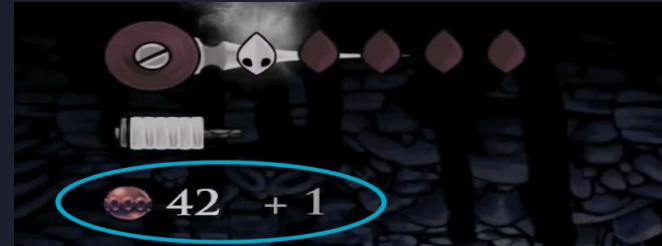
- Player HUD
- Main Menu

## Priority:

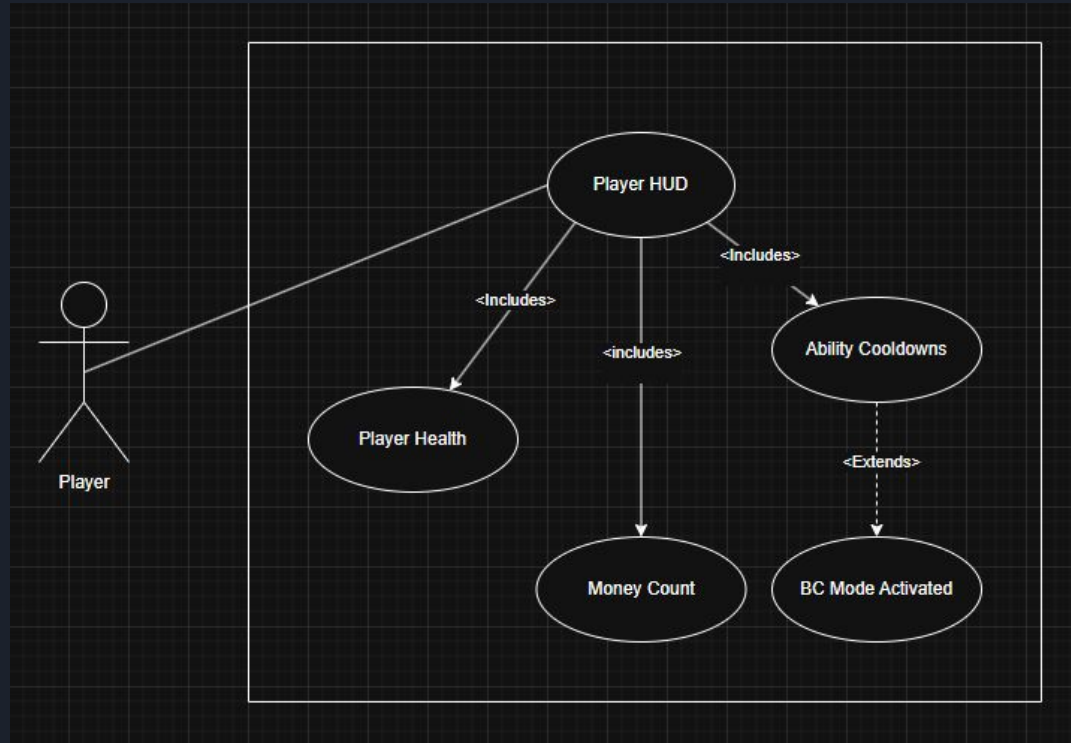
- Main Menu is a Medium to High Priority because it is needed in order to navigate the games levels and give the player the ability to enter in and out of Gameplay
- Player HUD is Low to Medium Priority because it serves as a way to inform the player about their current status/situation in game

# Role of Our HUD

- Display Health
  - Display Money Count
  - Display Ability and Ability Cooldowns
- Overall Complexity (4/10)



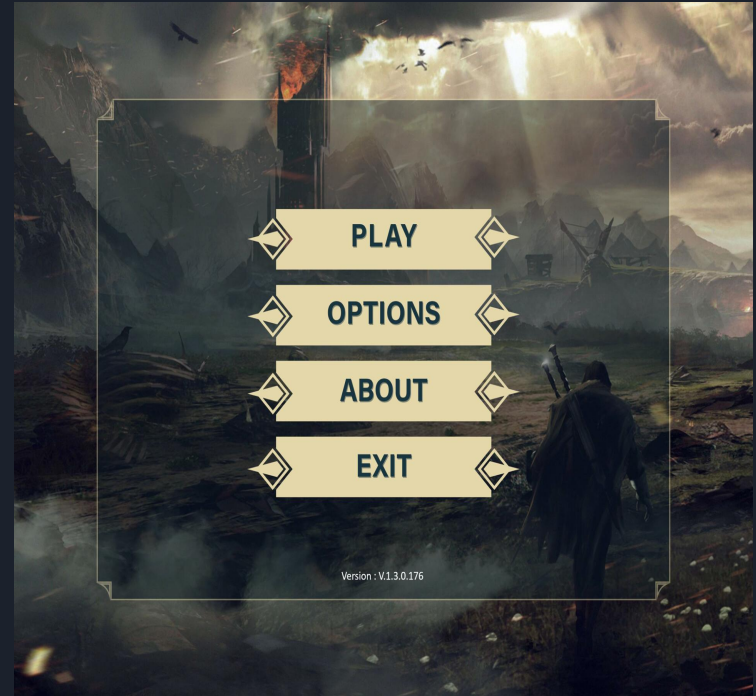
# HUD Use Cases



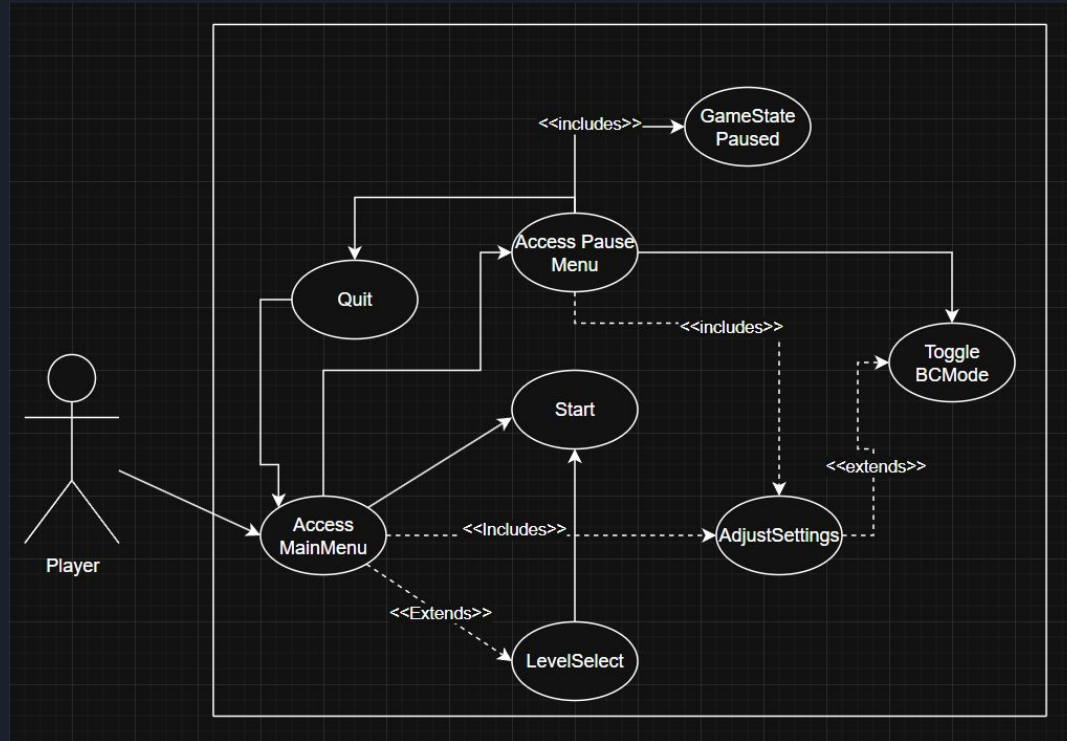


# Role of Our Main Menu

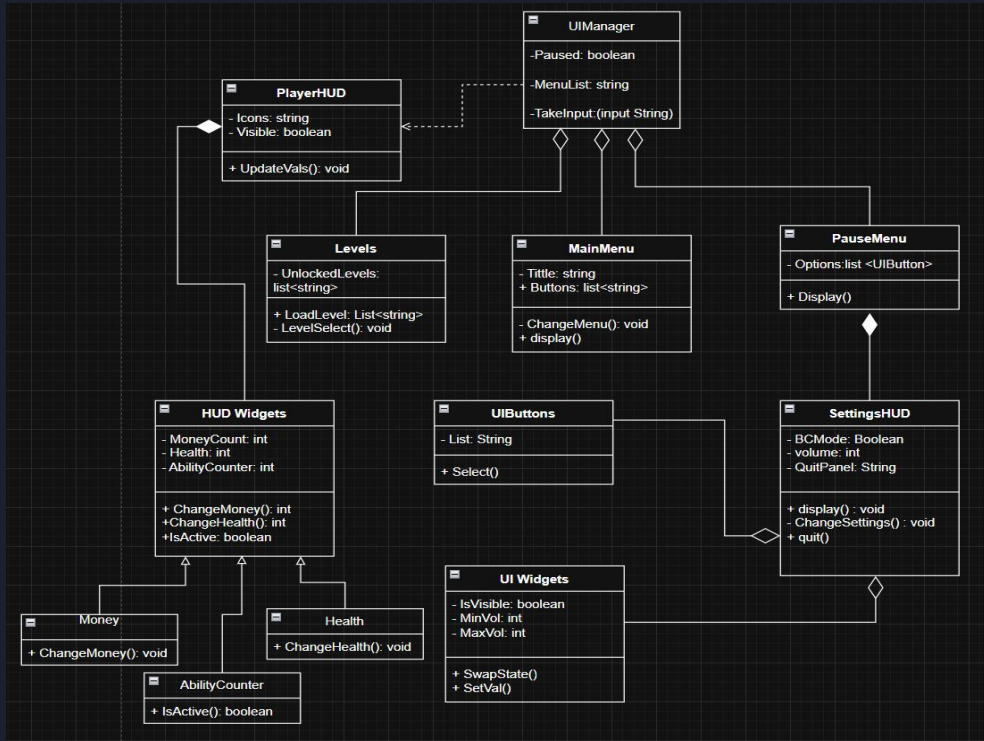
- Allow the player to start the gameplay when ready
  - Allow the player to exit the program whenever
  - Allow the player to access information on how to play
- Overall Complexity 2.5/10



# Menu Use Cases



# Class Diagram





## Final Questions

I don't know, and I don't care!

Didn't ask!            ~Bruce Bolden