

TOOLS OF THE TRADE



Thank you for checking out Tools of the Trade, I hope

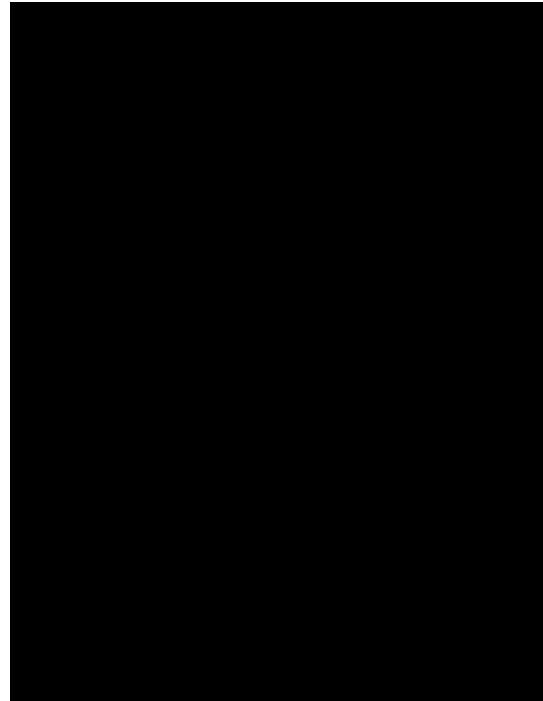
Showcase Videos

0:00 / 1:11



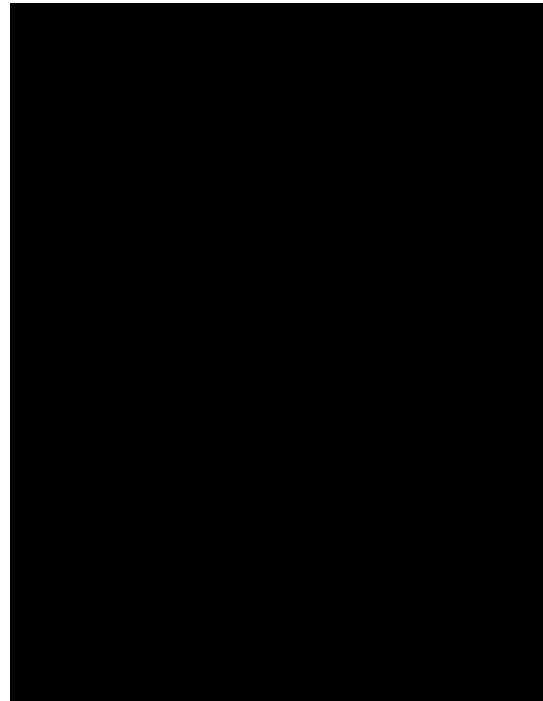
Collect tools in the starting house

0:00 / 2:00



Explore the overworld and collect musical tools

0:00 / 0:33



Now that you collected all the necessary tools to take on the skeletons, go to the temple *where they wait for you*



You can change Graphics settings at any time by pressing [Controller] Start button or [Keyboard] Escape key

A beautiful music-focused game made with the latest technologies

Tools of the trade is an action adventure game with a big focus on musical exploration and the sense of hearing. Open your ears, as you will need them to defeat the skeleton foes lurking in the temple...

Once upon a time, there was a kingdom living in peace and enjoying the pleasures life shall offer. Unbeknownst to the citizens of the kingdom, they were living a life devoid of any music.

Indeed, an evil group of skeletons had stolen all music from the lands a millenia ago.

One day, the skeletons came back to the kingdom to take control of the main temple grounds.

This ancient sacred building had been used for centuries to honor the Great Deities of the kingdom.

The citizens of the kingdom had no choice but to hire a skilled rogue to take back their temple.

Luckily, one night, the skeletons enjoyed the pleasures of alcohol a little too much and when they went wandering around the kingdom, they left their musical tools scattered everywhere.

Thus, the rogue could gather them and use the skeleton's strongest weapon against them: MUSIC!

On top of the innovative gameplay, you will have the pleasure of discovering secrets hidden in an old library, a temple and a house/castle.

You will also stumble upon wild animals driven by believable AIs.

The game was made using one of the most powerful game engines released to this day: Unreal Engine 4.



Find tools used to fight enemies with the power of music

What makes this game unique from other TPS games is that it uses music as the way to tell you about enemy's weaknesses instead of traditional visual cues.

Equipped with the tools collected all over the world map, try to attack the skeleton enemies.

It would seem like each enemy is weak to a particular weapon... but which one?

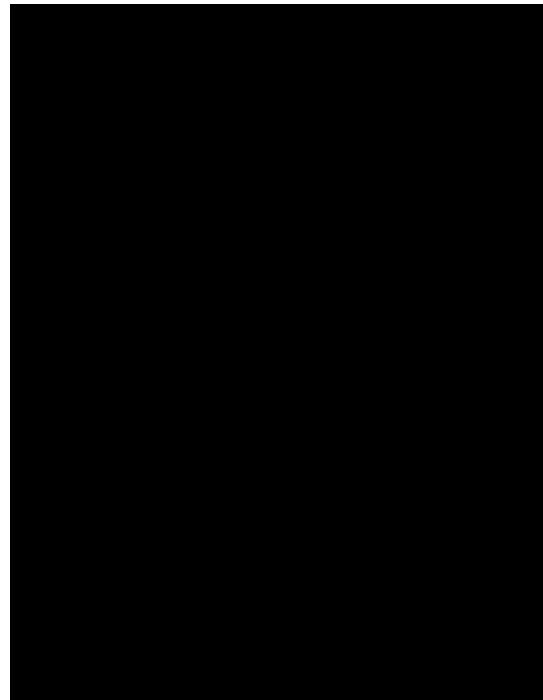
Use your ears to determine which weapon sounds the best!

Each enemy has its own backing track. Each weapon/tool has a distinct melody for each enemy to try to fit with the backing track. On top of that, when you swing a weapon/tool, a random note plays, increasing the amount of interactivity between the player and the game's music.

Also, there are countless combinations of instruments depending on the weapon you choose and the enemy you are fighting.

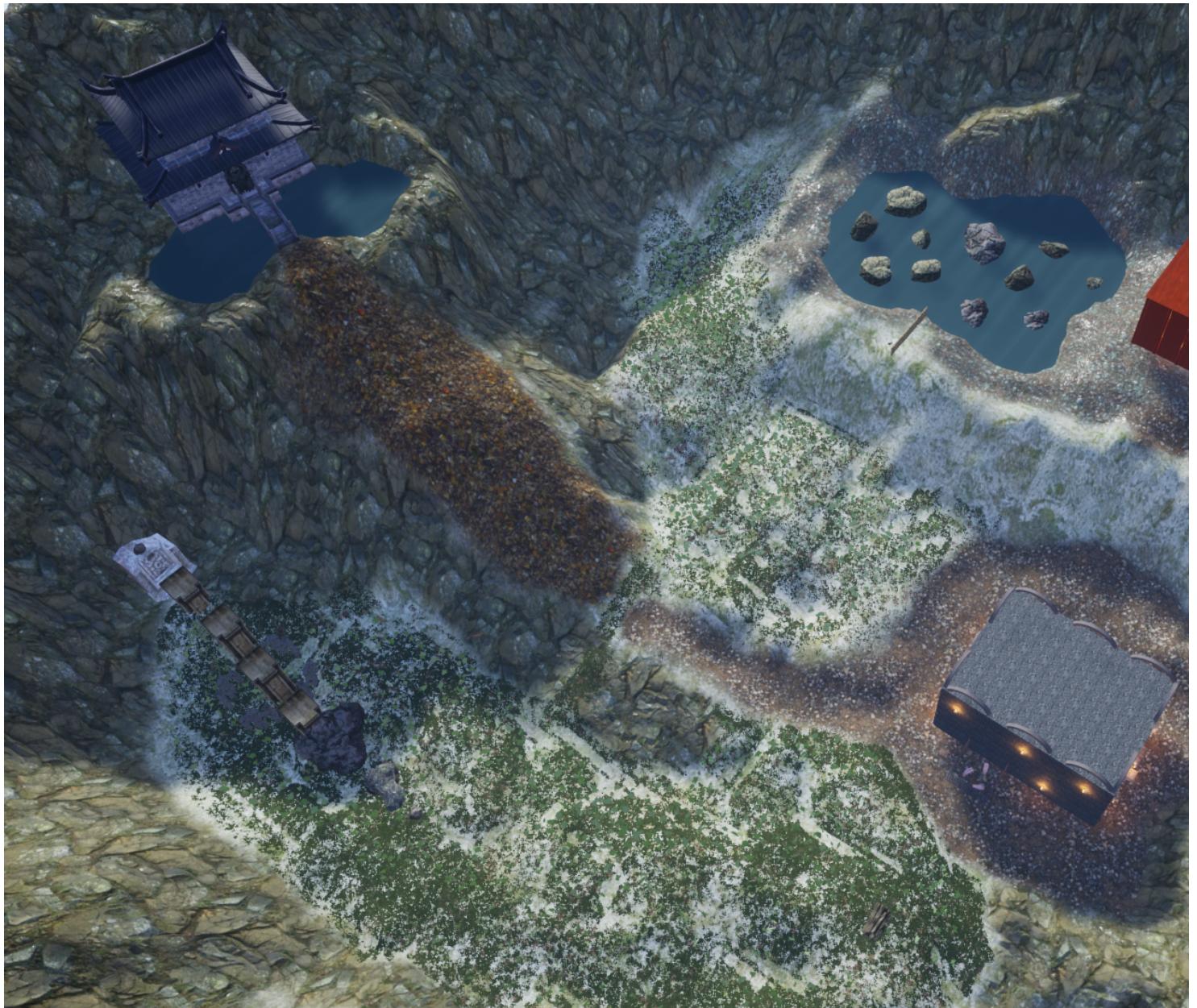
The possibilities are almost endless!

0:00 / 2:10



Each unit of the skeletons army is weak against a specific tool. Pay attention to your ears...

Explore a believable landscape



This is the world you will be exploring! - *Some secrets might be hiding...*



Starting house interior - *There might be some chests containing helpful tools in here*

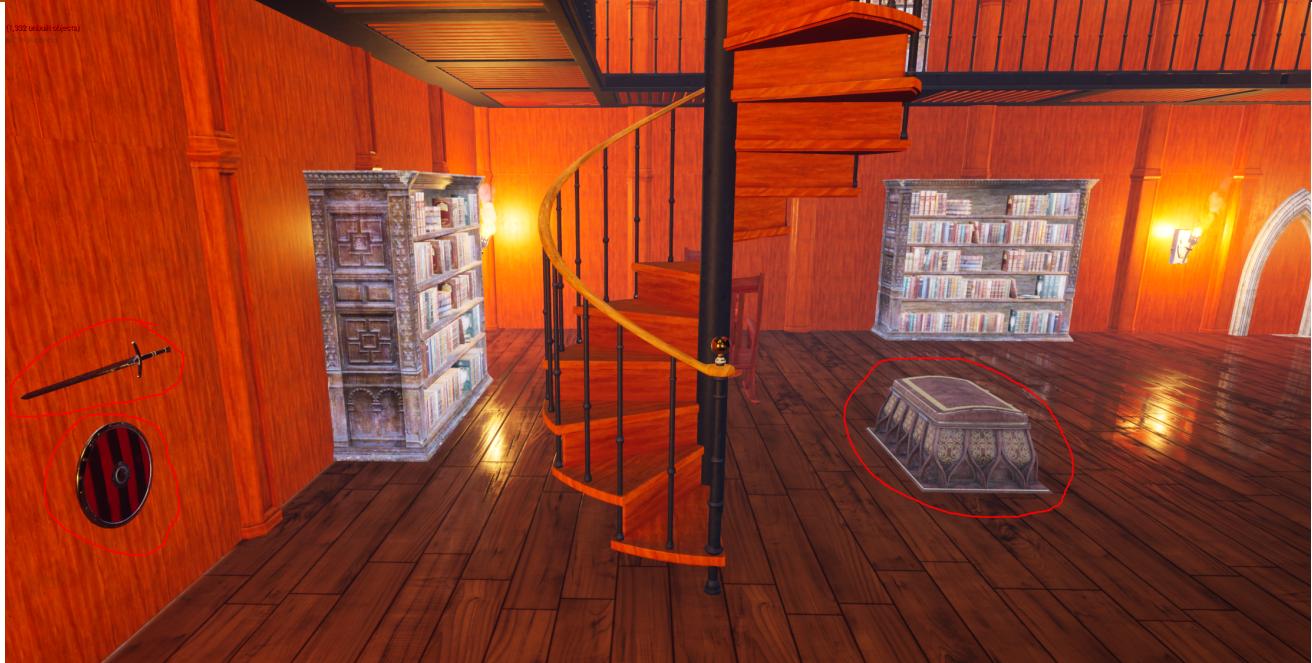




Someone is clearly living here... But who? *Who could tell...*



Whoever is living in that house also seems to be managing a small pig farm!
Those pigs really seem to have a mind of their own... I wonder who coded their AI?



Even the library is not short on secrets - *It might be hiding some useful tools for your adventure*



This temple looks mysterious... It might be good to check it out when you are well equipped

Experience classic third person action gameplay



Collect musical tools (weapons) to complete the objectives at the bottom left of the screen



Make your way to the other side of the lake by jumping onto rocks!



Jump onto the ancient pillars to collect a sword of legend! *How mysterious...*



This great axe might come in handy later down the line, better pick it up!

Meet the creator!



My name is Antoine Racine-Gingras. I am a Computer Games student about to graduate. Since I have a full year of experience using the very popular Unity 3D engine, either at work or at school, I decided to challenge myself this semester by taking on the other mastodon of modern democratized game engines: *Unreal Engine 4*. I had been wanting to try out that ambitious engine for so long, and CART 415 finally gave me the opportunity to do so.

Furthermore, one of the big things I wanted to achieve when settling on video games as a career was to try and truly integrate music into an action-adventure game like no one ever did before. I have been able to achieve that in Tools of the Trade and while the formula needs polish, I am extremely proud of the work I put out.

I am truly looking forward to hearing back from you once you try it out!

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Game _toolsOfTheTrade = (homemade_music * interactivity) + (mixamo_animations * versatile_gameplay)
+ (exploration_and_platforming * inevitable_action_adventure_tropes) + (unreal_engine_4 *
beautiful_assets);
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Sources

[Background Image](#) [Musical Notes](#) [Musical Notes 2](#) [Swords Icon](#) [UE4 Icon](#)

Thank you for checking out Tools of the Trade, I hope you'll enjoy it!!