# Stevens RPG

## Description

The Stevens RPG is a recreation of many of the made up stories and parodies of events that have happened throughout the history of Stevens and the creators of this game throughout their time at Stevens.

## Technology and Platforms

The current technology that the game will use is known as Gameplay3d, which is a minimalistic/cross-platform game framework that is similar to XNA. As it is cross-platform, all platforms it supports are capable of being supported by the game. Supported platforms include Windows, OS-X, Linux, Android, BlackBerry, and iOS with later support coming to Windows Phone 8 and Metro UI.

## Features and Gameplay

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Each campus building is the equivalent of a city, with each room being a building.

Players can go off campus, needing to unlock different areas (default area is Stevens Campus. Areas available for unlocking include Hoboken East, South, West, and North, NYC, Jersey City, and Weehawken, in that order)

There is a “silhouette” around the campus that covers areas such as Stacks, Gio’s, and Benny’s. This area is locked by default (a new student doesn’t see any reason to go off campus. They have Pierce)

The general goal is to progress your way through Stevens, potentially saving it from many man-made and natural disasters, potentially never graduating, potentially gaining immortality.

The game itself is episodic, so as to allow for freshman to have their own experiences instead of only the original creators of the game.

Each episode is 9 levels (pre-orientation, the 8 semesters that you play). Mini-levels/mini-games (co-op/internship) are randomly interspaced within the game.

Each semester is accomplished by completing sets of tasks and quests that are assigned for each semester.

You learn how to play the game during Pre-Orientation, than acquire your laptop by going through the IT dungeon. Following acquiring laptop, you get an email to meet Pre-O leader to get food off campus (first time off campus, unlocks the “silhouette”).

First encounter is really high level monster, you can only use stuff like “high school math” or “AP credit”. Near death, you are saved by a professor (such as Dubovski) who gets you started on classes.

You pick a major: Engineering, Science, Liberal Arts, or Business. Majors can have subtypes, such as CS, CyS, or IS for Sciences. Art, Philosophy, or Journalist for Liberal Arts (example ability for Liberal Arts: confuse).

Implement CS major first, then engineering, then others. Each major may have a different story line.

Quests can be both random (not serving any purpose to the story) or specific (cause progression in the story). Specific quests are required to complete the semesters and are similar to classes. Each specific quest teaches you new moves or acquire certain items.

Players have various equipment (TI-89, etc.) and knowledge (similar to spells, examples: single integral, HS physics, AP History, etc.) to help them fight. Players also have credits in the form of Duck bills and cash, which can only be used in at certain locations.

Allies, potentially known as a study group, are formed mainly students (though some professors, administrators, and faculty can be allied with too) who are acquired by fighting them, performing certain quests with them, taking their classes (and asking for help?), or some other as of yet unknown means. Example allies: “generic math student”, “physics graduate student”, “Stephen Gabarró”

Allies assist in defeating monsters, bosses, and other characters encountered along the way. Depending on what allies you have in your party at the time, and what quest you may be on, different monsters may show up.

Most encounters will be “monsters” of some sort. As mentioned, the “math monster” which could have specific types such as “Taylor Series”, or “Integral”, with bosses such as “Mid-term” (which changes into other types of math monsters while retaining something distinct about it indicating it’s a Mid-term).

Professors can summon “monsters” or “famous historic figures”, while admins would summon “signature demons” or “requirements not met invisible forces”.

Fighting can be done using equipment, or knowledge. Fighting using equipment could be something like “capture the integral math monster with the TI-89, use solve”. Fighting with knowledge could be “player uses AP Math…”. They might take damage from “upcoming test”, “week long project”, or after feeling the effects of “pulled all-nighter”.

Combat takes place in real-time, with the player needing to choose knowledge (which temp-pauses the game) or tap/click the monster to use items. Potentially some puzzle games or button mashing, depending on what monster is being faced.

A player has a home-base where they respawn when they are killed in battle or if they need to recuperate. This is where additional items may be stored, sleep takes place, and food can be stored. Home-base starts out as Freshmen dorms. They can change to an alternative dorm, off-campus housing, or non-Stevens housing. Some housing options require credits of some sort, such as non-Stevens housing. Depending on what the player has unlocked, they may not be able to get certain home-bases (example, a possible non-Stevens hosing could be the player’s home, which requires commuting. The player can’t commute by train, PATH, or southern portion of the country unless they have unlocked Hoboken South. If they are in the northern portion of the country, they need to unlock Hoboken North)

## Story

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## Quests

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Some (non-Story related) quest ideas:

* WCPR creates super antenna that creates worm hole and sends you back in time, need to do \_\_\_ at Stevens Castle to get back to your time (meet Prof. Jones [chem professor])
* Escape the Lieb building as it collapses around you
* Defeat ResLife

## Art style

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The art style is pixalized/Pokémon style