

Introduction

Link: <https://github.com/sshiple/RPG-Project>

The Name of our game is Monster Smash

Screenshot of game

DOWNLOAD INSTRUCTIONS

Download the zip folder

then extract it

Open a terminal in the extracted folder

Type “python3 rpg.py”

The game should launch

PART 2 GAME DESIGN

- The gameplay loop enemy character will come at you and the players must evade them by jumping out of the way. If the enemies hit you then you lose health. If the player gets hit too many times and health runs out then it is GAME OVER.
- The core mechanics would be the jump and evade mechanics that were put into the game
- The gimmick of the game is how it subconsciously turned into a rhythm game.
- It has a very different gameplay style from “platformer” by changing the normal gameplay, which would be a hack and slash gameplay, into a challenging rhythm game where you continuously try to evade the enemy.

STORY

- Monster smash does not really have a robustly laid out story. It is just a main characters that are fighting monsters, hence the name “Monster Smash”
- The main character are two mysterious cloaked figures that run around dodging horned enemies
- The antagonists of the game are of course trying to hurt the protagonists. That is their only goal in the game.

PLAYER EXPERIENCE

- The most prevalent emotion that they should feel is the stress as the difficulty of the game increases, the smaller the window to dodge.
- Some of the challenges are to continuously dodge attacks and not get hit.
- The rewards for not losing the game is getting to see the victory screen to commemorate your victory over the enemy characters

GAME DESIGN CHANGES

Originally our game was going to be an action rpg in which the main characters had multiple attacks. There were going to be 5 different enemy types that all had their own attacks and the player would have to memorize and adapt to those different attacks. There was going to be another setting where the player could fight enemies. We essentially ran over time and ultimately suffered from feature creep. We had to scrap most of the ideas we had so that we could get the game out on time. The original gimmick for the game was going to be a hack and slash dungeon crawl kind of thing, but there was no time to finish that properly. We just ran into major time constraints. Having to do grad work for other classes took time away from this project, that's all.

GAME DEVELOPMENT & DOCUMENTATION

GROUP MEMBER ROLES, TASKS, AND PERFORMANCE

The division of labor remained the same throughout the duration of the project.

Timeline of workload and development

Milestone 1: March 30

- Sydney: I collected some reference for the environment and created sketches for us to choose from to then be quickly made in a pixel art creation software
- Sean: Mostly worked on the battle scene. The game mechanics will remain the same, but I need to make more progress. Some things might be removed from the final version, such as the overworld.

Milestone 2: April 18

- Sydney: All level designs have been implemented and finalized, all artwork is on its final iteration ready for final playtesting and debugging. The artwork still needs hammering down, with coinciding color palettes with other characters in the game.

- Sean: Still worked on the battle scene, but I still need to make more progress.

However, I implemented the jump and added a second character to be controlled.

Final Game Submission: April 26

- Game should be completed at this point.
- Game document should also be updated.

Final Exam Presentation: May 4