Game and Animation in Higher Diploma

Final year project

Initial report

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# Introduction

First, the structure of our group is constituted by 3 animation stream’s students and a game stream’s student.

Depends on few programmer in our group, we decided to make a Japanese Role-Playing Game (JRPG). We would like to build an RPG game to lower work in programming. Oppositely, more illustrations and animations are decided to add in our game. But we still would like to make more different game features in our game. Effectiveness game play experience is brought by interesting game.

# Division of Work

# High Concept

A girl found out her memories, solve the problems that she has met, to escape (wake up) from the mental world.

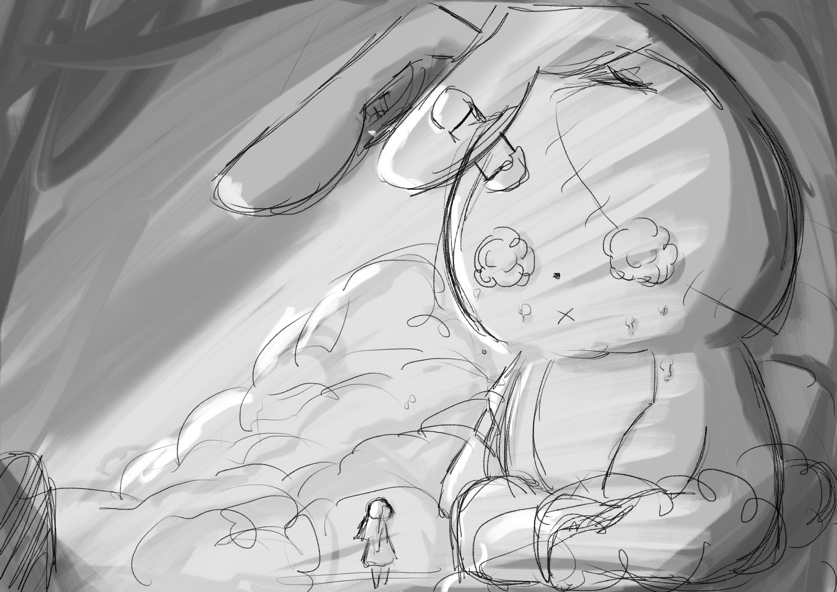
# Description of Topic

A girl lost her memories because of an incident. She needs to find out her memories in her mental world. There are two assistants, her sprites, are going to help her in her adventure. When she finds out all of memories her lost, she will wake up by her mental world.

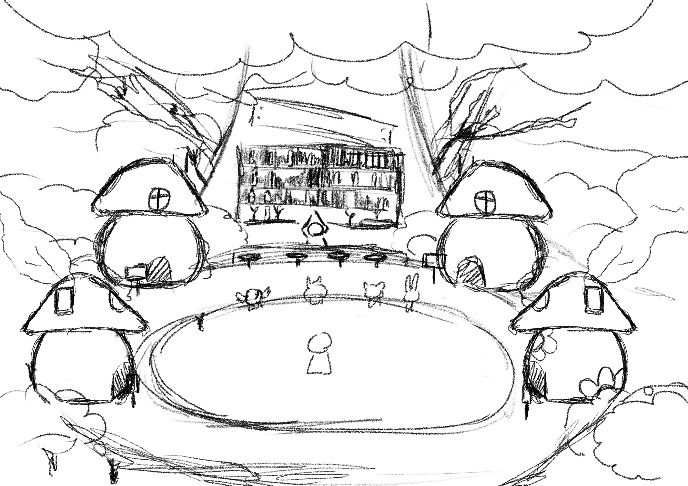
Furthermore, different endings are affected by player choices.

# Concept Art





一張含有 線條畫 的圖片

自動產生的描述

# Game Features/ How to play.

In normal RPG mode, player needs to press W, A, S, D to move and select.

Button E and esc can open the menu scene like Pokémon game. Player could check their items, map, character states, special power, option, and they can make saving in the menu scene.

Moreover, esc Key is also for back and cancelling.

Space bar (Key Enter) is for confirm and make conversation with NPC.

For the battle, player will meet enemies in their adventure. We would like to make different mini games for each type of enemies. And, of course, the boss battles will be different challenging games for each boss and story line.

# Research

## Scene



We decided to make garden, castle, and houses in the game.

There are some references for our scenes design on the above.

## Character

## Game Design

## Coding

# Strength & Weak Analysis

## Strengths:

* Different story lines
* Complete story
* Multiple game features
* Easy to control
* Challenging
* A lot of references for us

## Weak:

* Too many similar games
* Single player
* If you want to play the game completely. It might take long time
* Low replayability
* A lot of illustration needs to draw

# Gameplay

## Screen Capture

# UI Design

# Project Schedule

# Difficulties and Solutions

# Conclusions

END

Thank you