

Magic Jungle Roguelike-RPG Game

Team list

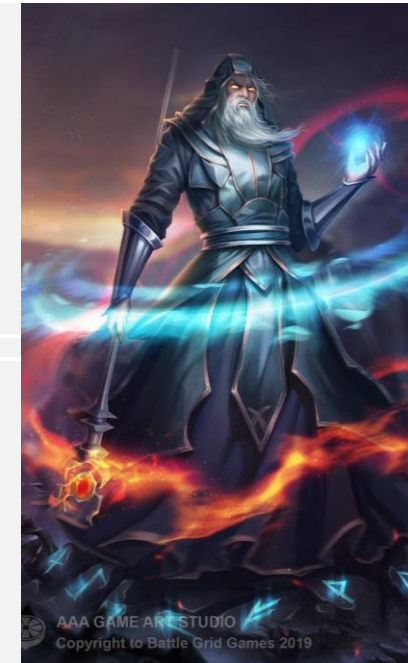
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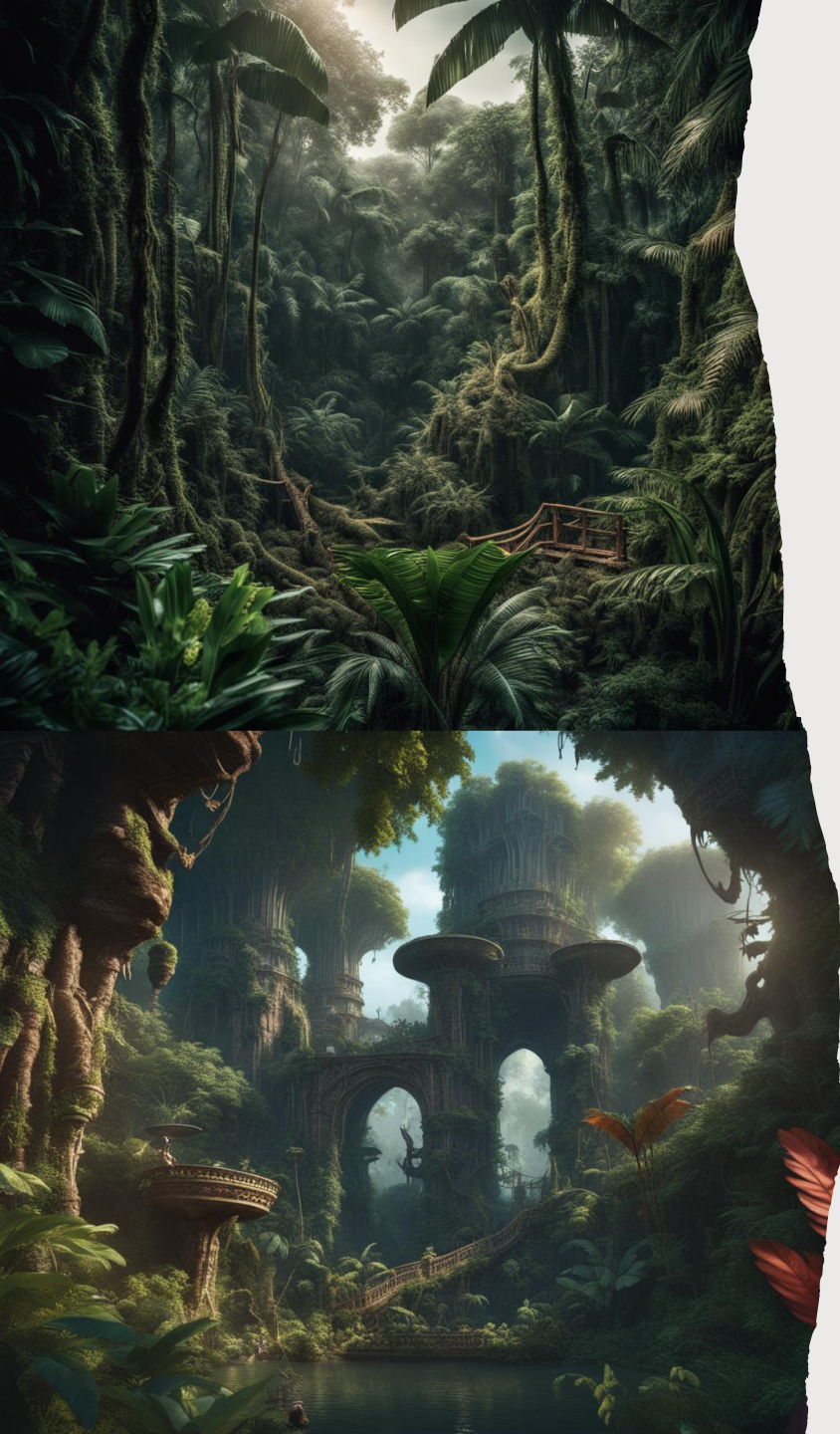
Introduction

- The story takes place in the ancient Rune continent, the evil religious opened the portal, endless monsters from the portal species emerged, to defend the Rune land, three warriors took up their weapons, swore to fight against the evil forces to the end.

Game play

- Players will play as one of three professions. They are the Warrior, Ranger and Mage.
- **Warrior** has strong melee combat and survivability
- **Ranger** has the ability to move between enemies.
- **Mage** will use his arcane powers to destroy a large number of enemies.

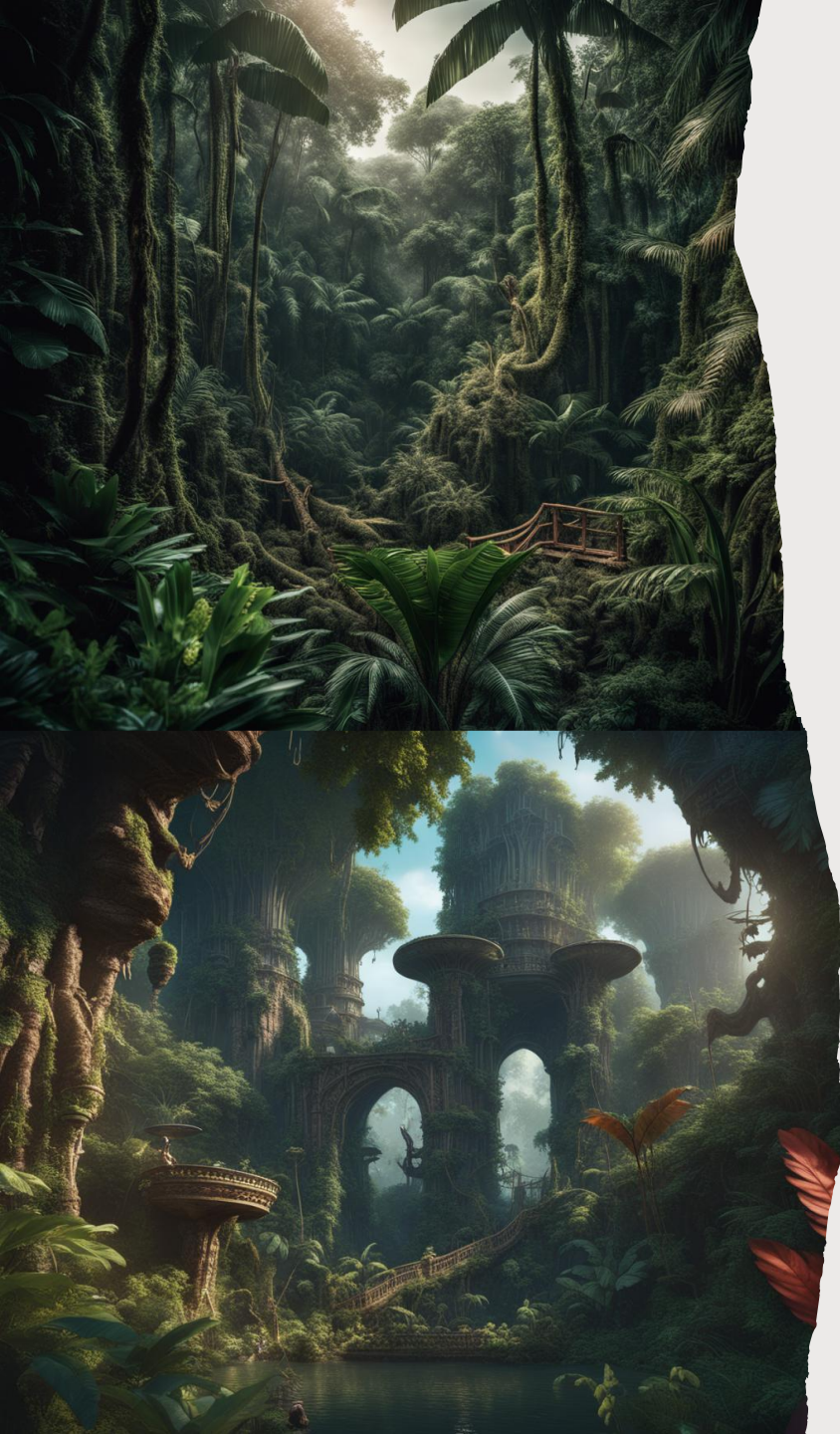




Game Mechanic

- **1.Player**

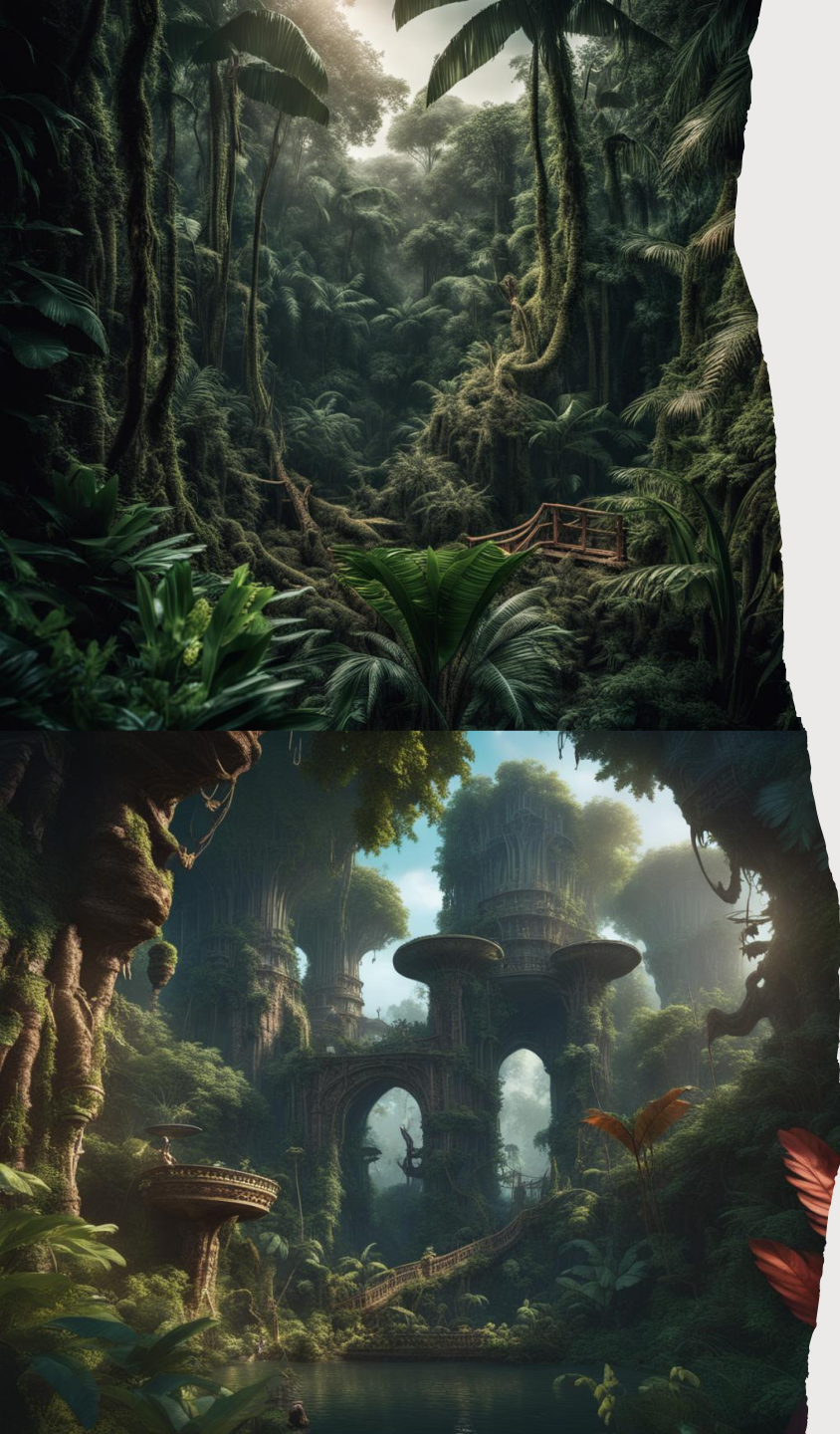
- Players can choose from three pre-existing professions - Warrior, Ranger, and Mage.
- Players can use gold coins to boost their main attributes, which can be boosted: Attack Power, Attack Speed, Life Value, Defense, Movement Speed, Strike Rate, Strike Damage, the cost required for upgrading will grow gradually.
- Players can choose to resurrect once for free after death, and the game will fail when they die again.
- There may be achievements set up in the game for the player to reach.



Game Mechanic

- **2.Skills**

- Skills are categorized into active and passive skills, and players can choose one of three random skills at the start of the game or after passing each mini-level.
 - For example, a mage chooses the Fireball skill at the beginning of the game, and a ranger upgrades his Misty Step skill to level 3 after clearing the third level.
- It is possible for higher level skills to appear. When you have a higher level skill, lower level skills will not appear.
 - For example, if a warrior has the level 2 Whirlwind Chop skill, the level 1 Whirlwind Chop will not appear again in the level pass rewards afterwards.
- Players can only choose a maximum of 5 skills, when the number of skills a player has reaches the maximum, the player needs to discard existing skills (if needed)
 - For example, after clearing level 7, the Ranger replaces his level 1 Combo Shot skill with a level 3 Trap skill.
- If the player passes level 5, then the reward for that level will inevitably appear to be 3 level 3 skills
- Some skills can be generic, but each profession will also refresh skills unique to that profession.
 - For example, the Wound Healing skill can be used by all three professions, but the Berserk skill can only be used by Warriors.
- Players can choose to forgo the skill selection for that round, thus gaining some gold to use to improve their main attributes.



Game Mechanic

- **3.Enemies and battle filed**

- Each of the game's level maps will be different, and some maps may have props that the player can try multiple times to remember where they were generated.
- The strength of the number of enemies will get stronger as the level progresses backwards (of course)
- Bosses will appear on the fifth and tenth levels, so master their abilities and weaknesses by making multiple attempts!
- Gold can be obtained by killing enemies or picking up gold coins on the map, or by forgoing the skill bonuses that are awarded for clearing a level in favour of gold.
- In addition to gold coins, slain enemies may also drop props, which the player will use when touched.
- Enemies will try to spawn in the player's vicinity.

Game interface

- Main Menu
 - Start – Click to start the game
 - Tutorial – Click to start the tutorial level
 - Options – Click to open the options menu
 - Quit – Click to quit game
 - Achievement – Click to open the achievement list

Game interface

- Game HUD
 - Health Bar - Shows the player's health status
 - Skill Bar - Shows what skills the player has and their cooldowns
 - Mini-map - Shows the location of the player and enemies in the form of a radar
 - Gold Count - Shows how much gold the player currently has
 - Level - Shows the current level
 - Remaining Enemies - Shows the remaining enemies on the current level.
 - Key Hints - Some key hints

Game interface

- Option Menu
 - Master Volume - Players can adjust the master volume
 - Sound Effects - The player can adjust the sound effects
 - Music - The player can adjust the background music level
 - Resolution - The player can adjust the resolution
 - Display - Players can adjust whether to display full screen or not

Game style

- **Characters**
 - Character style should be more cartoonish.
- Characters' models are composed mostly of geometric shapes, which is more conducive to a unified art style.
 - Smooth animation.

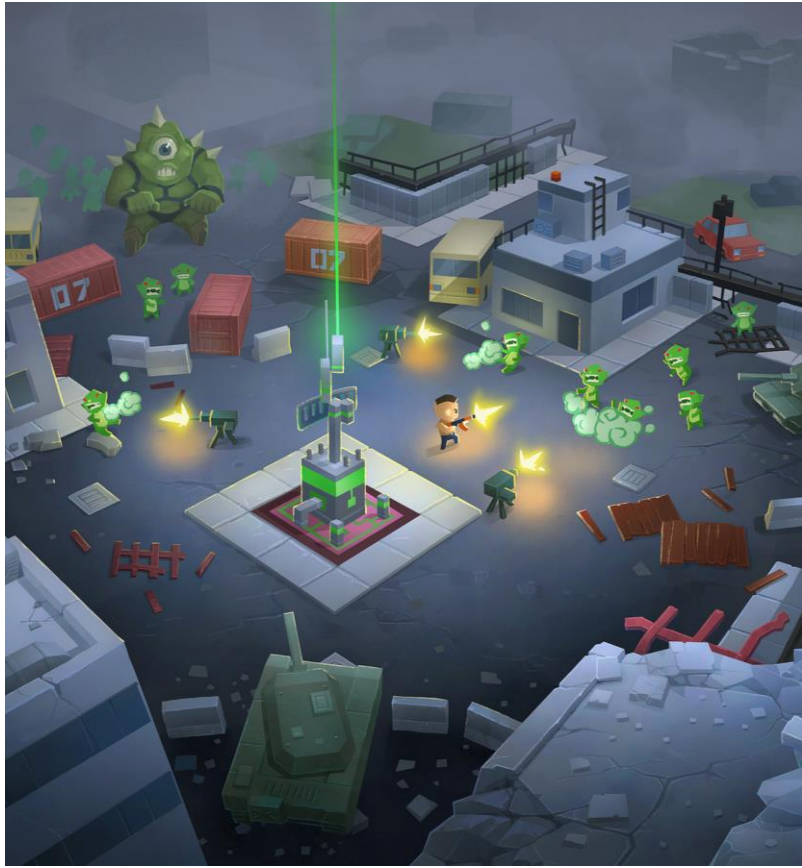


Character reference



Game style

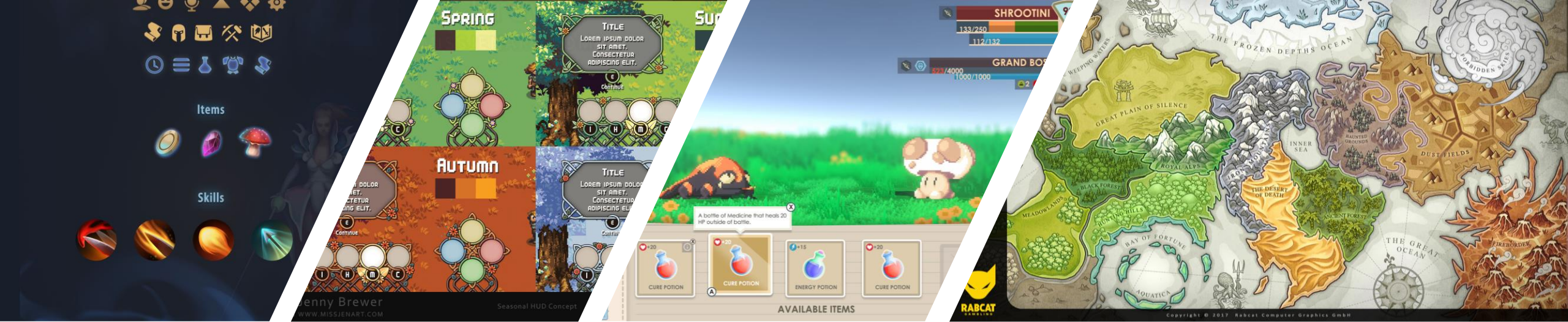
- **Maps**
 - Maps should be on the small cut flat and open with a few obstacles present.
 - The map will have some decorations and a cartoonish art style.
 - Some places will be set up as prop refresh points to make it as logical as possible.
 - There will be some guidance.



Maps reference

Game style

- **UI**
 - Cartoonish design
 - Reasonable layout
- Satisfy the basic needs of players
 - Reasonable HUD layout
 - Some monochrome icons



Required to develop the game (For blueprints)

Demand	Name	Description	Difficulty
Medium	Skills	Active skills, passive skills.	Difficult
High	HUD	Replaceable Skill Bar, Cooldown, Health bar, etc.	Normal
Medium	Rewards	Level rewards random skills, give up rewards to get gold.	Normal
Medium	Attributes	Use gold to improve attributes, Implement.	Difficult
High	Enemies	Enemy refresh, AI behavior, abilities, rewards for killing enemies.	Difficult
Medium	Menu	Menus Interactivity .	Easy
Low	Props	Props Abilities.	Normal
Low	Achievements	Achievements through real-time monitoring or stats.	Normal
High	Player	Controlling the player.	Easy

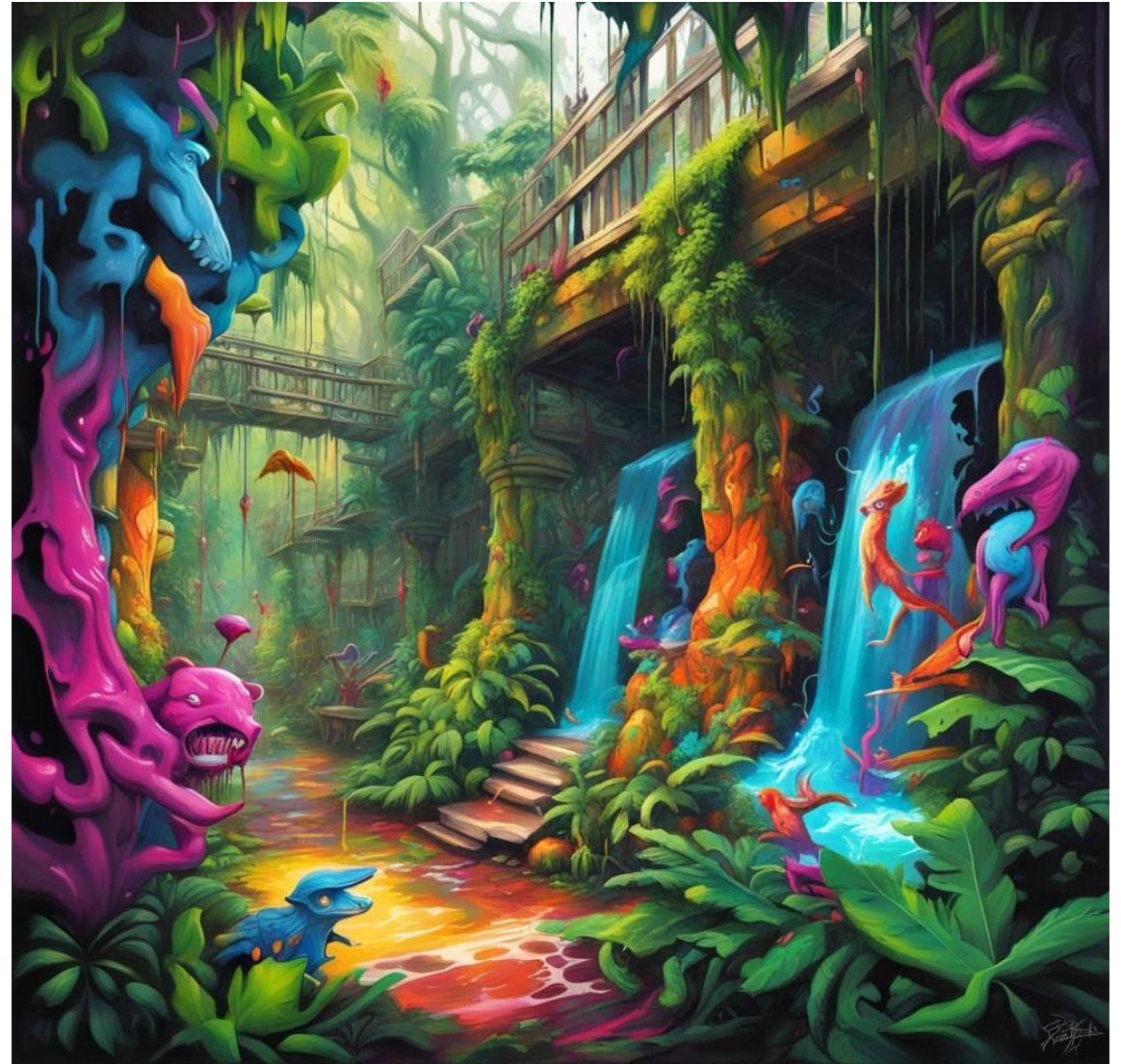
Required to develop the game (For Artwork)

Demand	Name	Description	Difficulty
Medium	Character	Player, enemies, npcs (if required)	Difficult
High	Maps	Maps for tutorials or levels.	Normal
Medium	Anime	Skill release animation, walking animation, etc.	Normal
Medium	Special effects	Skill effects, click effects, transitions, etc.	Difficult
High	Music	Background music, sound effect.	Difficult
Medium	UI	The user interface design.	Easy

Game Analysis

- **About development**

- We will be focusing on blueprints as well as game mechanics. The game progress will advance as we progress through the levels, and once we have finished making skills and enemies, level design will become relatively easy as we only need to complete the later level design by changing the map, increasing the number of enemies, and increasing the value of enemies. Therefore, our initial goal will also be to focus on the design of skills and enemies, and in the middle of the game, we will turn to perfecting the UI and mechanics, and then in the later stage, we will focus on designing levels, and as for the art style, it will just be the icing on the cake.
- Interesting enemies and random combinations of multiple skills will greatly extend the length of play in this game, which also gives us more to show the mentor group.
- Even if we can't make enough skills or enemies, we can reduce the blueprint learning cost by reducing the number of levels and increasing the level maps (which can be interpreted as making the playtime of individual levels longer), but that still requires no fewer than 10 skills, and no fewer than 4 types of enemies to be designed.
- All in all, it's a relatively simple, workable, and conventional design solution, and we have enough content for team/individual presentations, the ability to get higher scores by designing interesting skills and enemies, and some competitiveness in the same level of work.



Game Analysis

- **About presentation**

- The team presentation will be in the order of game design ideas, game mechanics, game development history, and design summary, interspersed with some experiences of teamwork.
- I was limited by my current language skills, and I may not be able to communicate with you fluently offline or have a Q&A session with the mentors, so I can only do my best to handle my part of the presentation, I apologize for that.
- Before the individual presentations we need to confirm with each other what we are going to present in order to prevent duplication, and when you are working on your own content, you should use as much as possible a staged approach of uploading source files, taking screenshots, recording screenshots, or posting blogs to keep track of the content you are working on, for example: when Edgar is working on his 3D models, he uploads the content that he has downloaded and his weekly progress to OneDrive, so that Edgar can be sure that the content is his own when he does his personal presentation sessions.



About start

Week 1

- Focus on research in individual elements of work
- Complete story
- **Give roles**
- Design skills for each class
- Grey box initial workings
- Decide what to do in week 2

Week 2

- Initial implementation of merge of files
- Enemy design – different enemy type (close, ranged, brute, boss')
- Level design