

ROLE-PLAYING GAME

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Abstract

My project consists of two parts. For the first part, I compiled a game design document detailing the specific aspects of an online role-playing/survival game. This document far surpasses what I'm able to accomplish on my own, so for my project, I drew from the most basic elements of the game to present as a playable demo. If I choose to assemble a team outside of school, building the rest of the game could turn into a career opportunity.

Purpose

As a fan of online games, I have always wanted to help to create one. However, the market is saturated with World of Warcraft clones, leaving many eventually becoming free-to-play, making most of their money off of cosmetic micro transactions, such as alternate character costumes or animations. With this project, I eventually want to take what I have always enjoyed in these games (in the Inspiration column to the right) while staying away from the pitfalls of most games, including repetitive, grinding skilling, boring click-and-point combat, being restricted to a specific skill set, and uninteresting quests about getting from point A to point B, killing X monsters, picking up Y items, etc.

Inspiration

World of Warcraft

-The ability to choose a faction and form reputations, impacting the gameplay experience

WarZ/Infestation: Survivor Stories

- Intense player vs. player gameplay, emphasis put on scavenging for limited supplies in dangerous environments

Runescape

- Ability to mix up combat styles (not locked into a knight, mage, ranger, etc.), interesting and engaging quests

The Elder Scrolls Series

- Real-time combat and spellcasting, in-depth storytelling, mini-game skills (lockpicking, alchemy, etc.)

Method of Distribution

Many current games are made available via download through Steam, an online game platform much like iTunes for games. This game will probably sell for \$10-20, remaining free to the player unless he or she has a premium account with a monthly fee. Premium accounts offer extra content beyond what the free players can access, while still keeping the game free for players who don't want to pay per month. Both Steam and Unreal Engine would take a cut of the profit.

Resources

Unreal Engine 4 documentation

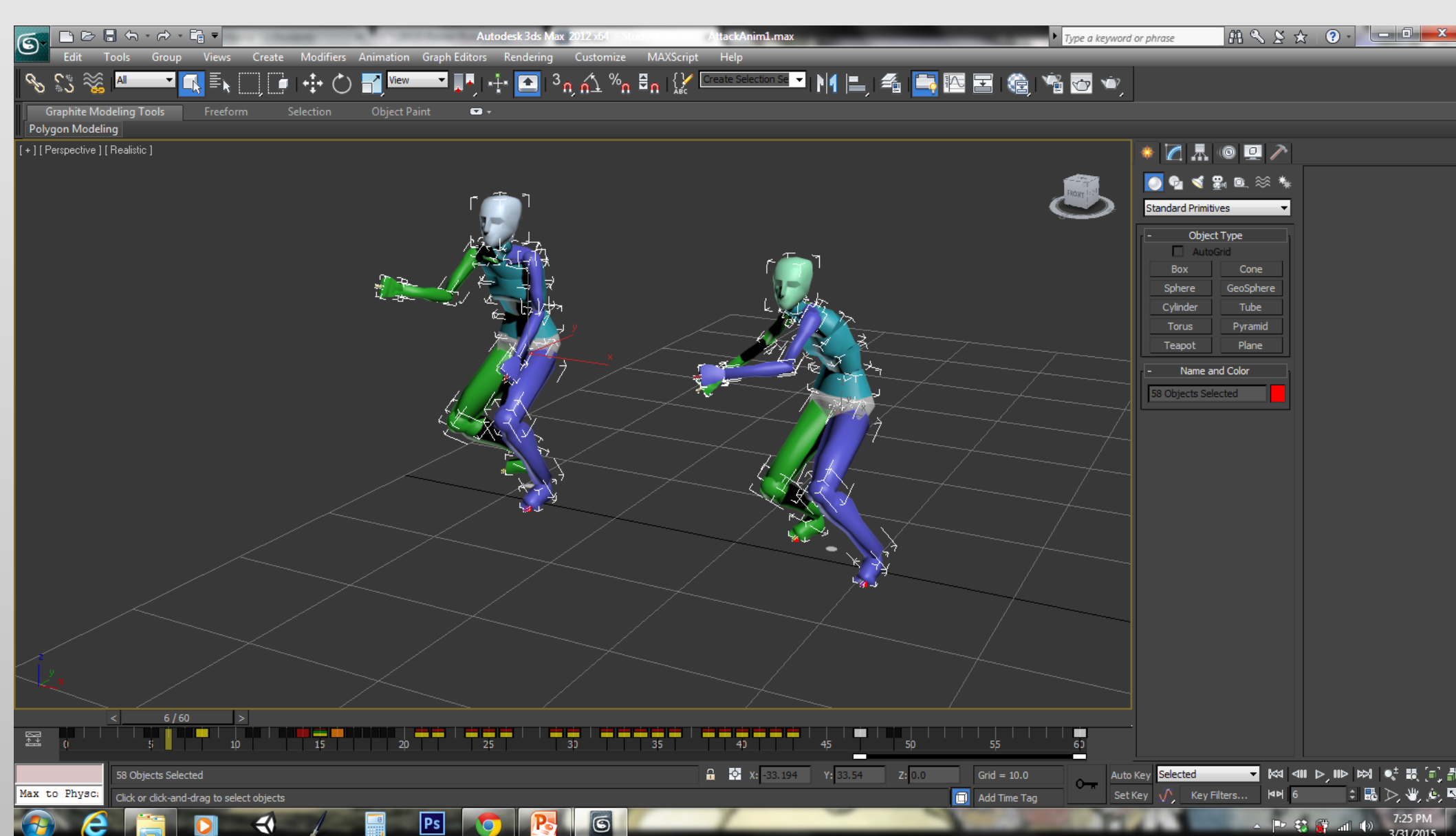
Mixamo Animation Character Pack

TeslaDev and Savai-kun YouTube tutorials

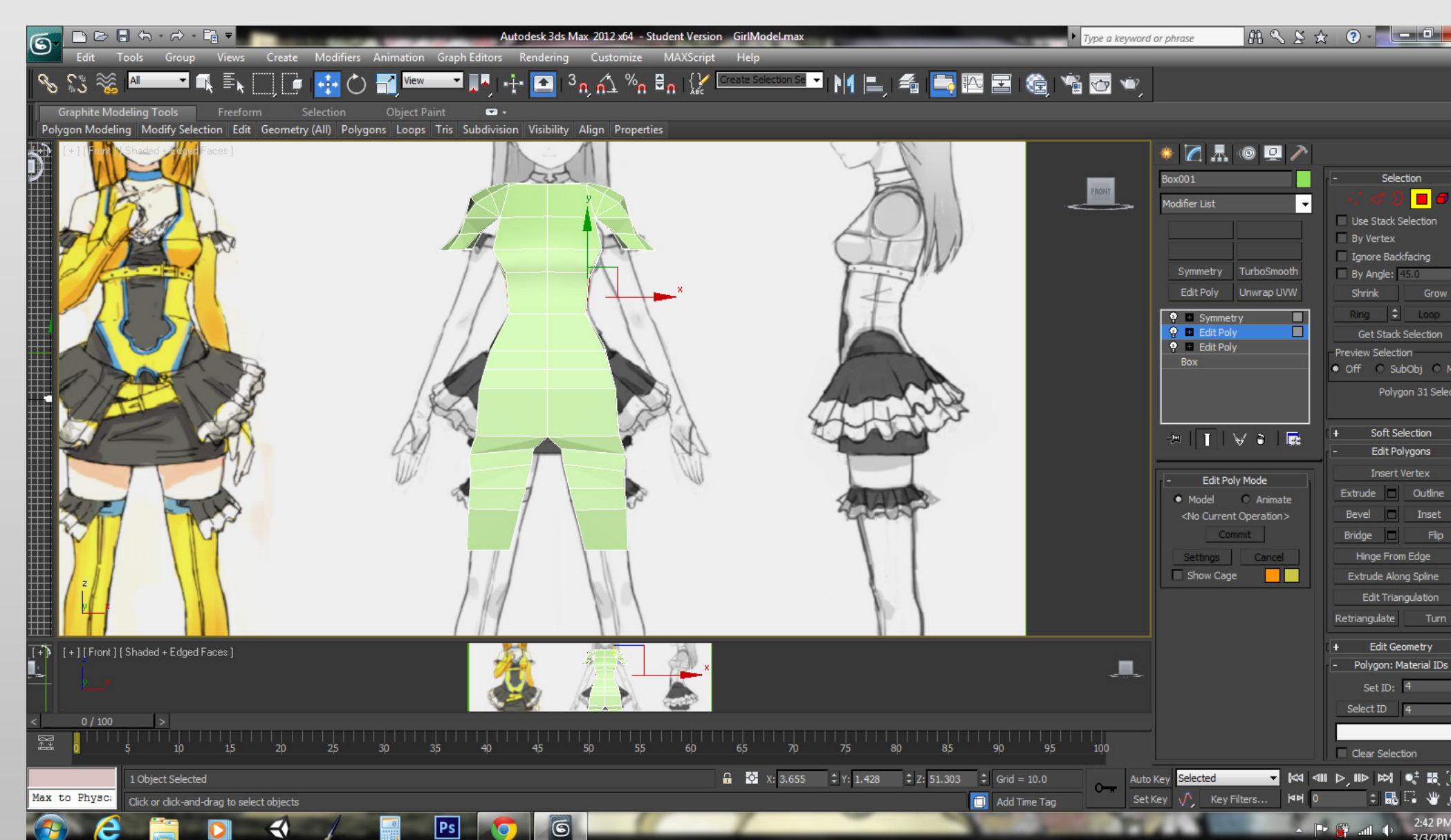
World of Warcraft, Runescape, Infestation: Survivor Stories, The Elder Scrolls: Oblivion and Skyrim

Elements of a Game

Animation



Modeling



Programming

