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Group: #38

Project: Tomb of Khaid'ghur

Prototype Abstract

The prototype that we are aiming to make is a turn-based battle simulation of our game. However the question is, how do we make a turn-based battle simulation? The battle system is the main core of our game and it's one of the difficult aspect of the game which is why we are more focused in developing this part of the game rather than the game's user interface. Now in order to apply this battle system, we need artwork such as sprites or objects. However, in our prototype we are not going to focus on that aspect, we are going to use random sprites designed by other people as a placeholder.

We plan to develop a health bar for both the player and the enemy. We'll have damage numbers that will show when a player or enemy attacks. There will be button with choices such as attack, defend and run for the player. Since we are all beginners, in order to approach this problem on making a turn-based battle system, we will be looking at specifically YouTube videos to learn all of these concepts.

We hope to learn a lot from this prototype. One major thing that we expect to learn from this prototype is failure. The prototype serves not only to help grow our knowledge but to improve ourselves as game developers and to prepare ourselves for future projects. This is like a stepping stone. Once we learn how to one thing, we'll be able to branch off and work on other things. We don't learn if we don't fail.