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Descry Odyssey

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Descry Odyssey

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Computer Science Department



Introduction

Project Goals:

To create fun gameplay experience with an immersive storyline

To learn and use Unreal Engine 4

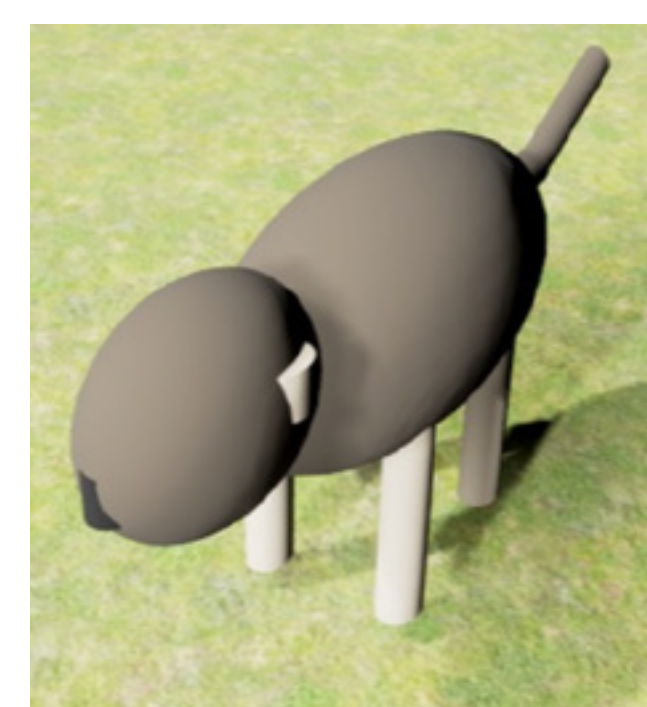
To give us more experience to becoming better Video Game Designers

Inspiration:

We wanted to create a game with quirky and humorous with serious tones and themes from *Earth Bound* and mix it with the combat system of *Paper Mario* and *Mario and Luigi Superstar Saga*.

Main Storyline:

You play as a boy named Shane. Shane's dog, Epi, is sick and needs medicine applied to him everyday, but you have run out! It is up to you to get more medicine and save Epi's life!



Abstract

Our project is an action adventure video game. The game will be set in a modern suburb, with the main character trying to save his dog from a disease, and himself from the mafia and aliens. The gameplay will revolve around exploring the world, talking with other characters, and fighting enemies. While exploring, the player will talk to other characters who will give them hints on where to go next. While exploring, enemies will periodically attack the player, who will have to fend them off by attacking them with a baseball bat. After destroying an enemy, the player will regain a small amount of health. If the player's health is fully depleted, the game is over.

Materials

Unreal Engine 4:

We chose to use Unreal Engine 4 because it is a new experience for us and to broad out our skills and abilities. We also wanted to use the blueprint system within Unreal Engine 4. It is a visual way to implement code and logic. It helps a lot with debugging errors that could be happening. Finally there was many tutorials to help guide new users to create their own game.

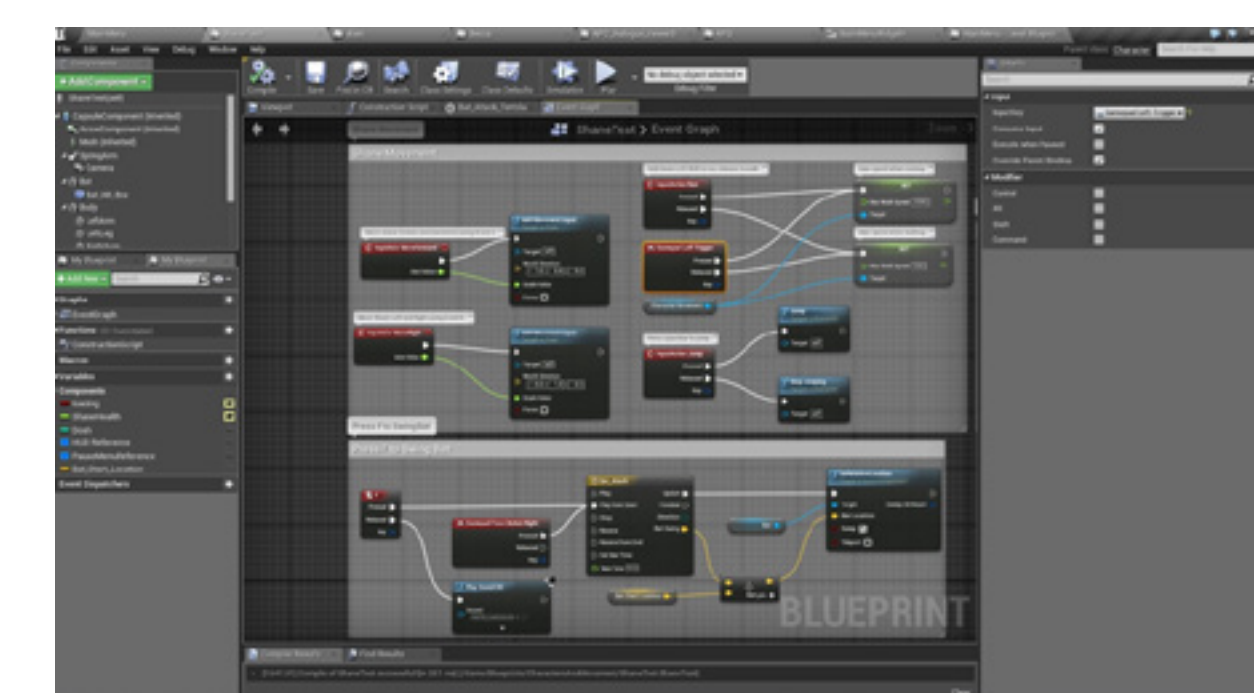
Unreal Engine 4 Marketplace:

We use a couple of assets packs from the Marketplace to help create the theme of our game. A few of the packs we use were Simple Town, Simple City and Cartoon Plants Pack.

Music & Sound Effects:

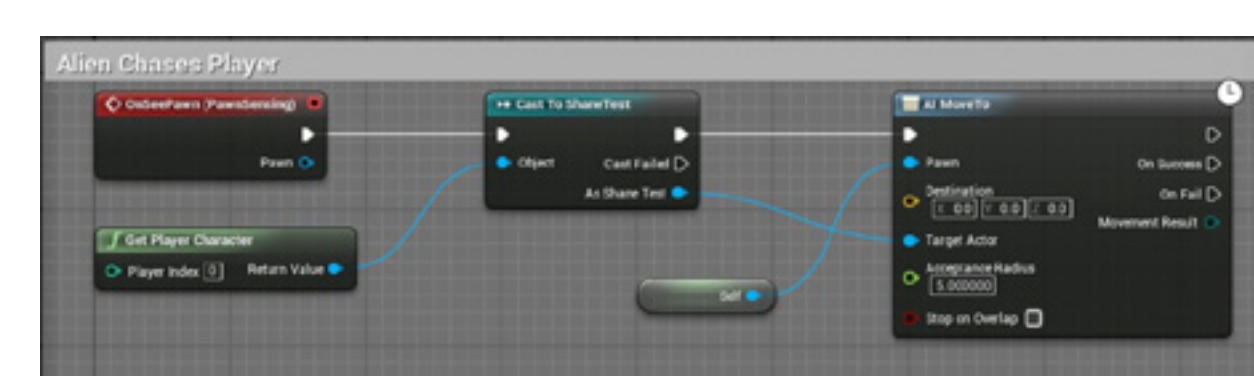
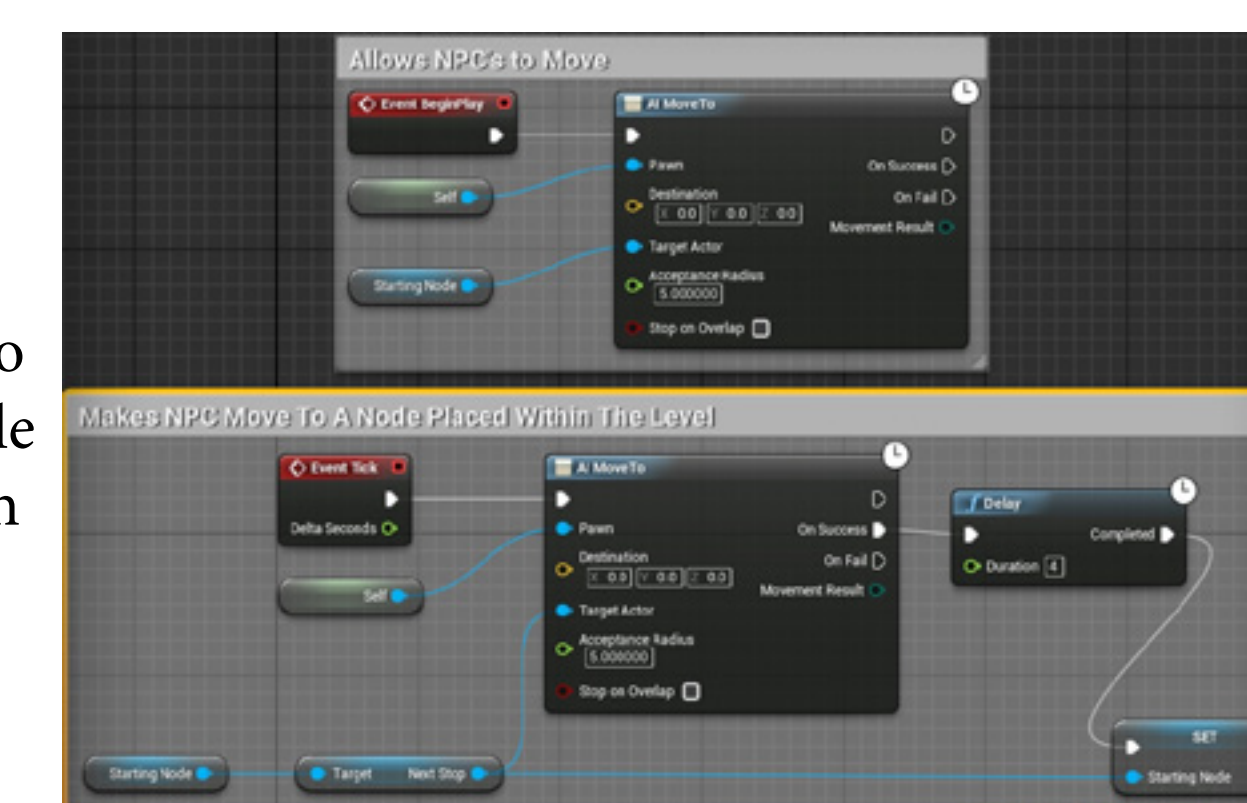
We used music and sound effects from websites that you are able to download for free. These websites are dl-sounds.com and freesounds.org. They were very helpful trying to find sounds that fit our game.

Methods



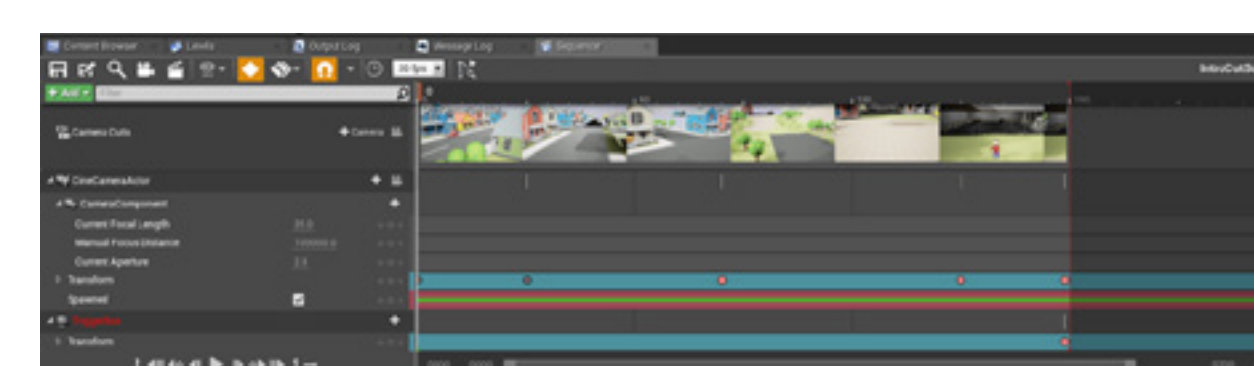
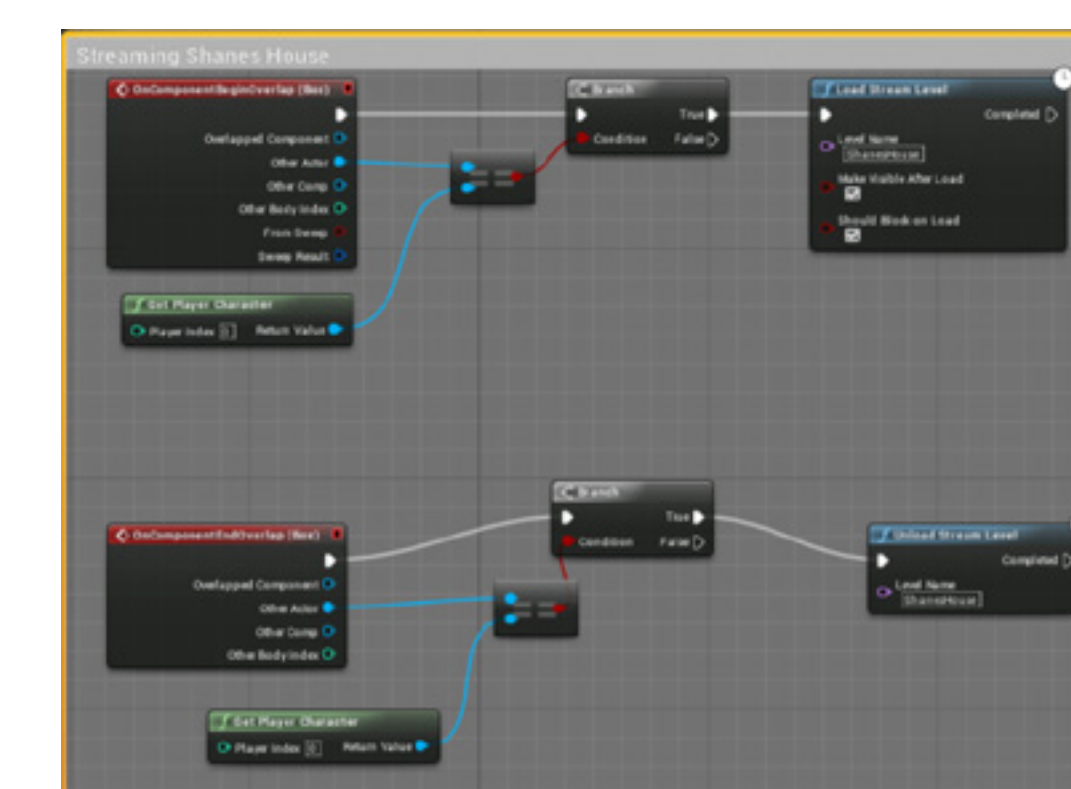
This blueprint shows how the character Shane is able to move around and how he is able to swing his bat to attack enemies.

This blueprint shows how a Non Playable Character (NPC) is able to move around the map. They are able to move around a navigation mesh that is place on the map.



This blueprint shows how the enemy chases the character around to try an attack them.

This blueprint shows how streaming levels works. As you collide with a certain collision the non persistent map will appear. As you stop colliding it will stop showing.



This editor is called sequencer which helped create the cutscenes within the game.

Gameplay

As the player you are able to travel around the world and explore different areas.

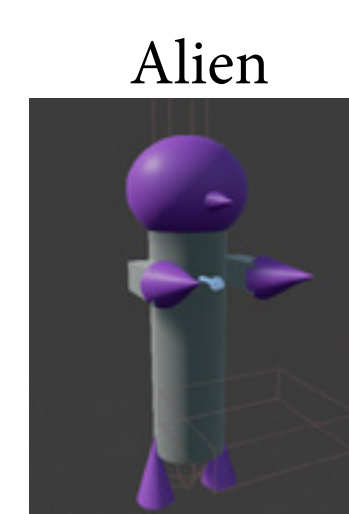


You will run into areas where the main storyline will have a major impact. As you hit each event eventually you will win the game.

But watch out as there is enemies around the world and they will stop at nothing to hurt you. You will have to defend yourself. When you run out of health, its game over.



Here are some of the characters within the game. They are all made with primitives within the game to keep the simple and cartoon them.

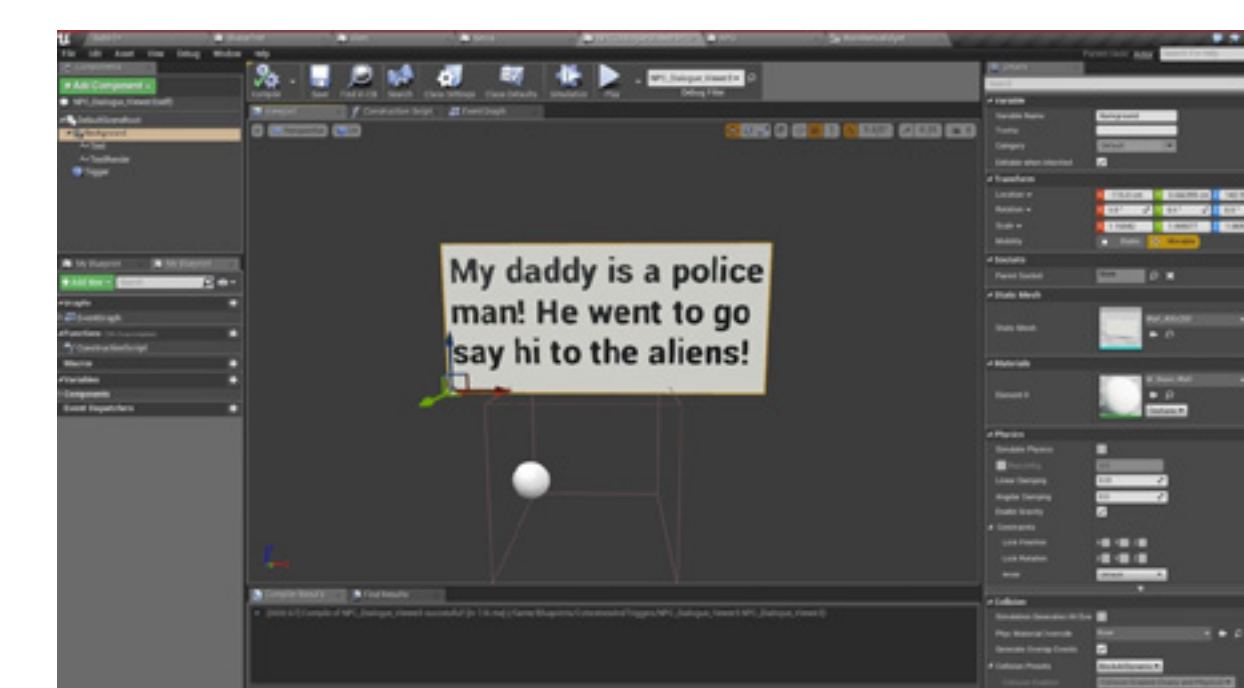


User Testing

Many users found the dialogue difficult to read so we decided to make the text bigger and to be placed on both sides of the text box.

Users found trouble trying to find the right way to go, so we created signs and hints within NPC's dialogue boxes to help the user progress.

At the time we did not have music in the game and users found that they would enjoy it better with background music so we added music.



Conclusion

Challenges:

Loading levels was one of the biggest issues we had because we just could not get the checkpoint system working. We ended up using the streaming level method.

Original we wanted to use turn base combat, however it was taking up much of our time and we felt we could have a good real time combat working then a buggy turn base system.

When we first had real time combat working, the character would instantly die. We added a delay to stop that instant death.

What we learned:

We really had big expectations for this project with making an RPG. However with time constraints and only being a group of two. We learned that we need to start off simple and then work into the complex material when making a game.

We learned that good communication is good. Whenever we had an idea or version of the game done we would share it instantly to each other to keep us updated.

We learned always do research on the assets we want to learn. In Unreal Engine there is multiple versions you are able to use, however the assets you may buy may only be useable in a certain version or versions.

Future Improvements:

In the future we would like to add an inventory system so the character would be able to use different weapons with different powers. We would also enjoy adding animations to the characters.

References

References we used throughout our project

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