CASPER'S ADVENTURE

A GAME ABOUT A WITCHER WHO TRY TO DEFEAT THE DARK LORD, AND LIBER- ATE ALL THE LIVES FROM THE DARK LORD, USING STRATEGIES TO BEAT THE ENERMIES.

MADE BY UNREAL ENGINE

Game Design
2021.07.01

INSPIRATION

After I have experienced << The Witcher >> I am impressed by this game and also when I was 10 I saw << Lord of the Rings >> the magical world was so attractive. So I tried to design a third person perspective game about adventures of medieval backgrounds. Playing the role of a witcher and using magical skills to defeat enermies.

Design Goals

1. Design a game in a medieval style scenes, to ensure players can identify which era they are playing at.

2. Using different interaction as game mechanism, to make sure gameplay is different than 3A ARPG games.

3. Introducce the key combat system to the players so they can be in the flow as fast as possible.

COMPETITIVE ANALYSIS

These products using the medieval stlyes to depict magnificent stories, so they can attract many players to try their products, because these scenes are hard to find in our real lives.
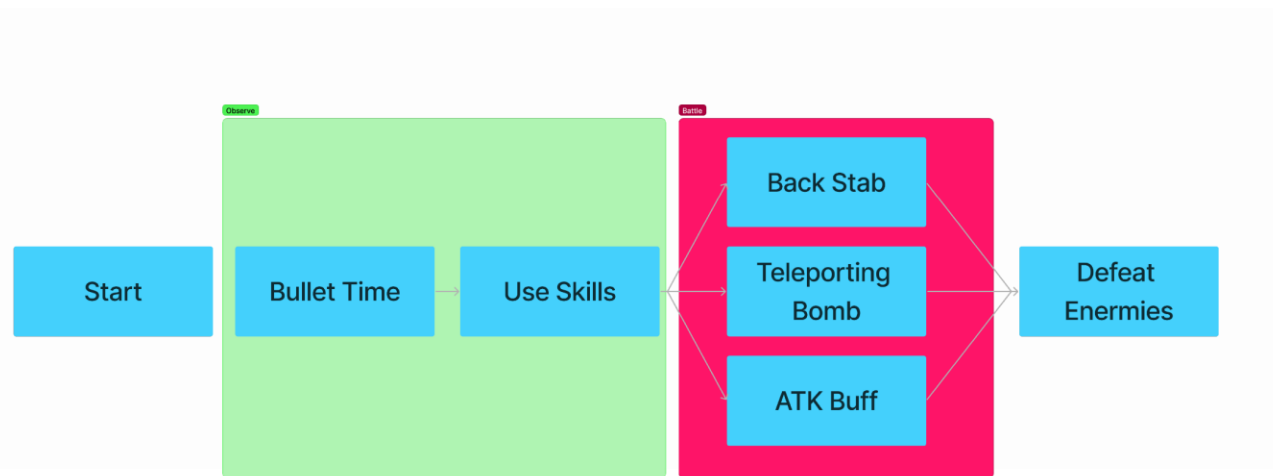
ELDEN RING

THE WITCHERS

LORD OF THE RINGS

INTERACTION PROCESS

Observe

Start → Bullet Time → Use Skills

Battle
- Back Stab
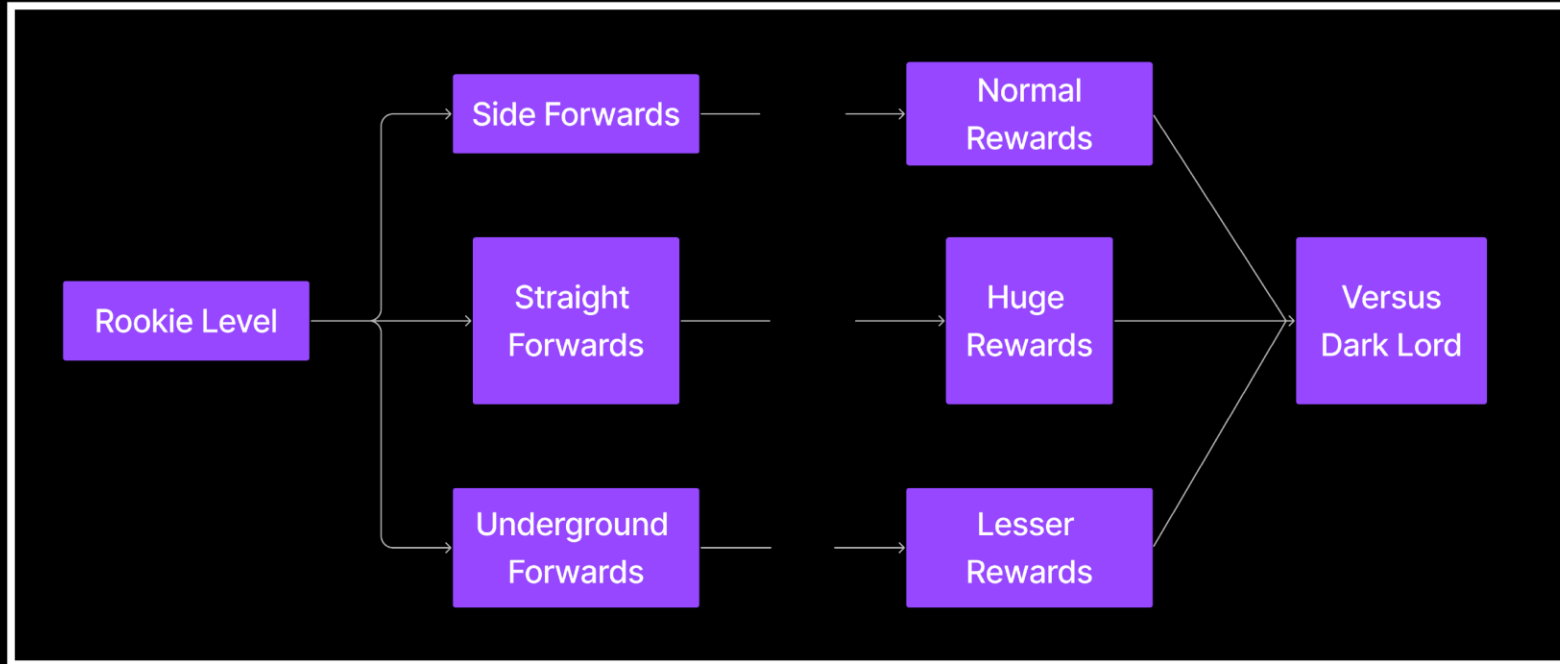- Teleporting Bomb
- ATK Buff

→ Defeat Enermies

Before player choose which skill to use, they can enter the bullet time to observe the situations. Such as enermies' attacking mode, or the fireballs' moving routines. And they can choose the skills to react to these enermies by using their own ways. The most effective way to defeat enermies is observe the enermies, and then judging from their features to use ideal skills to beat them.

CONCEPT

Game is divided in 3 parts, players through first part of the game to be acquainted with the battle system, after that choose different part to reach the final part.

1 First level is learn how to control and use the key mechanism to play the game

2 Player can choose different routine and earn different rewards until face the lord.

3 Third level is facing the dark lord, player need to concentrate on the weakness of the dark lord.

Each decision made by the player can play an important role to make effort to the result.

GAME
FLOW

Start with rookie tutorial, to be familiar with the control. After the tutorial, show the three ways that player can finally fight with the boss. During complete different places, player will earn different rewards to reinforce their properties. They will be required to win the DarkLord in order to succeed.

MECHANICS

BULLET TIME

Bullet Time, plyaer can use this mechanic for two different goal, slow the motion and come up with the strategy and attack skills are available at the moment.

MAGIC CIRCLE

Magic Circle Trap, rush forward and leave a magic circle, after 1s magic circle will bomb within the spawn.

FIRE BALL

Fireball is the only one skill that character can use without use bullet time skill. Press Q buttom can spawn the fireball. The damage caused by the fireball will be combined withe the time the player press, longer time will cause greater damage.

BACK STAB

Back Stab, good one-on-one skill for player, can straightly teleport player to target's back, there are particles to remind player the target.

ATK BUFF

Attack Buff, use this skill to improve character's damaging figure, so when they face multiple enemies they can eliminate them effectively.

ENERMIES DESIGN

CHASING KILLER

Chasing Killers always follow the prey they find and attack them until they eliminate target.

TRAP WITCHER

Trap Witchers use magic circle cause extra high damage after the circle disappeared.

FIRE WITCHER

Fire Witchers spawn fireballs to attack their opponents, and fire will cause damage constantly after they hit the ground.

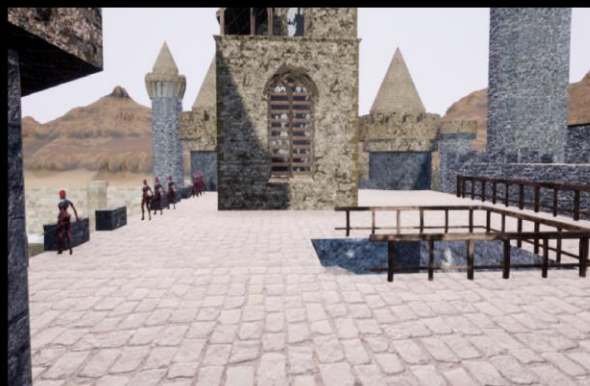# LEVEL

STRAIGHT ROUTINE

UNDERGROUND ROUTINE

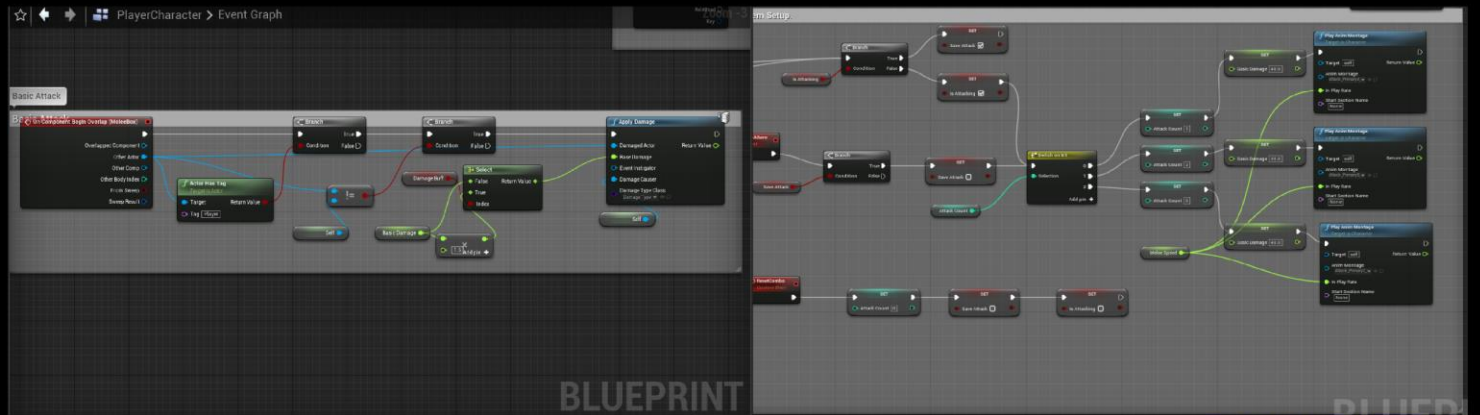**SIDE ROUTINE**

FINAL STAGE

SCENES

CASTLE'S ROOF

DINING HALL

BACK DINING HALL
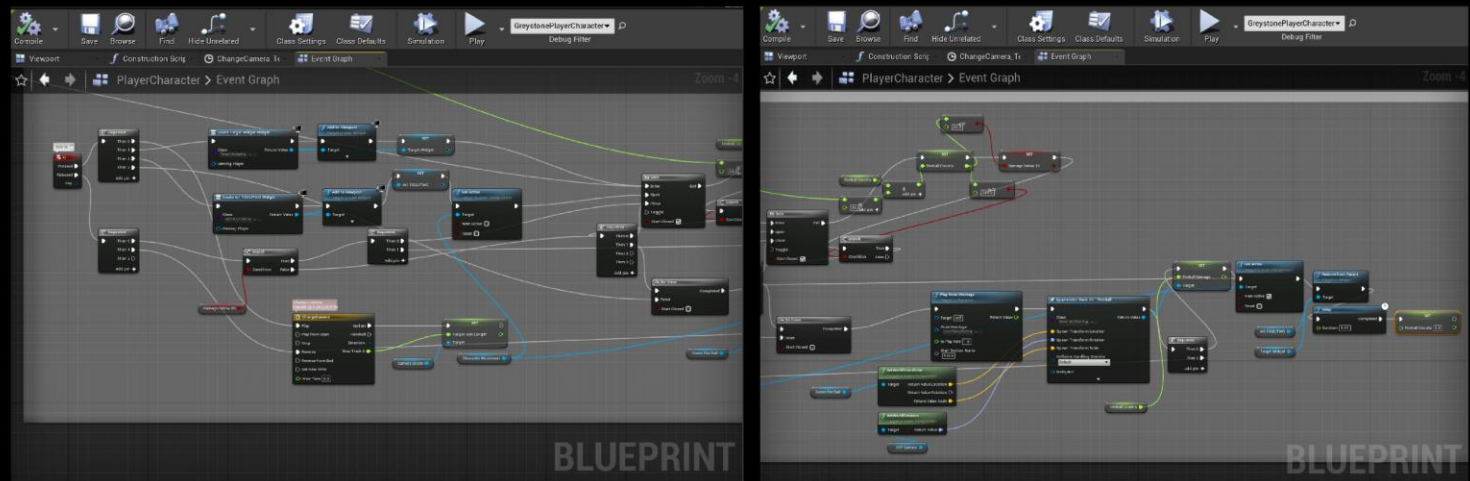

BACK YARDS

PROGRAMING

BASIC BATTLE

Basic ATK is divided into 3 movements, each movement cause different damage account, the least account at first and the most at last, I wanted to encourage player do more combos. Each unit owns a collider to make sure the range that enables damages.
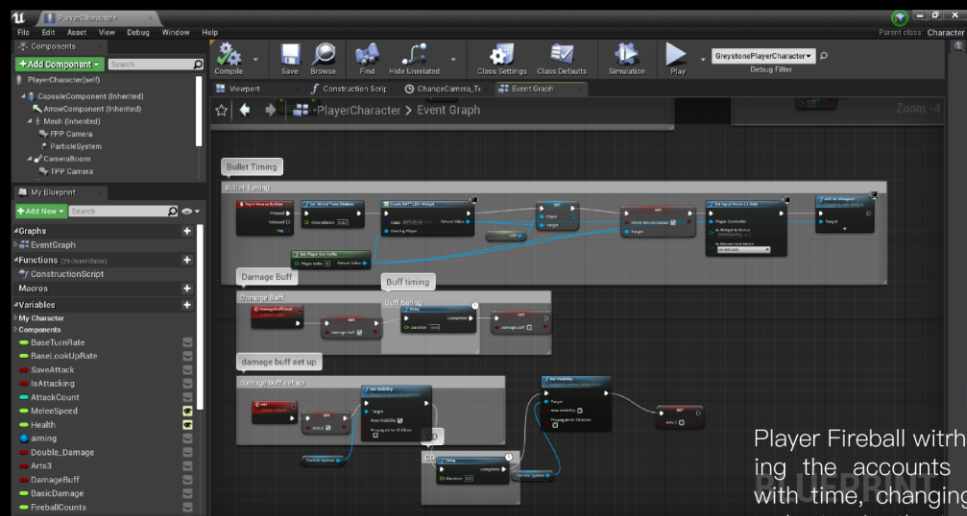

I used the UnrealEngine to make the game, and here I put the code for the core game mechanics. Including the game interface and buttons correspond-ing to various functions, different levels of different player control script.
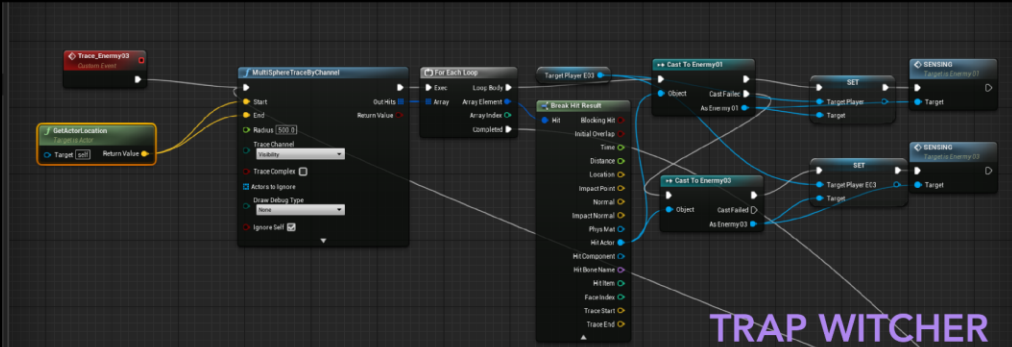
MECHANISM

Player Fireball witrh accumulator, calculating the accounts of damage increasing with time, changing player perspective in order to aim the target more easily.
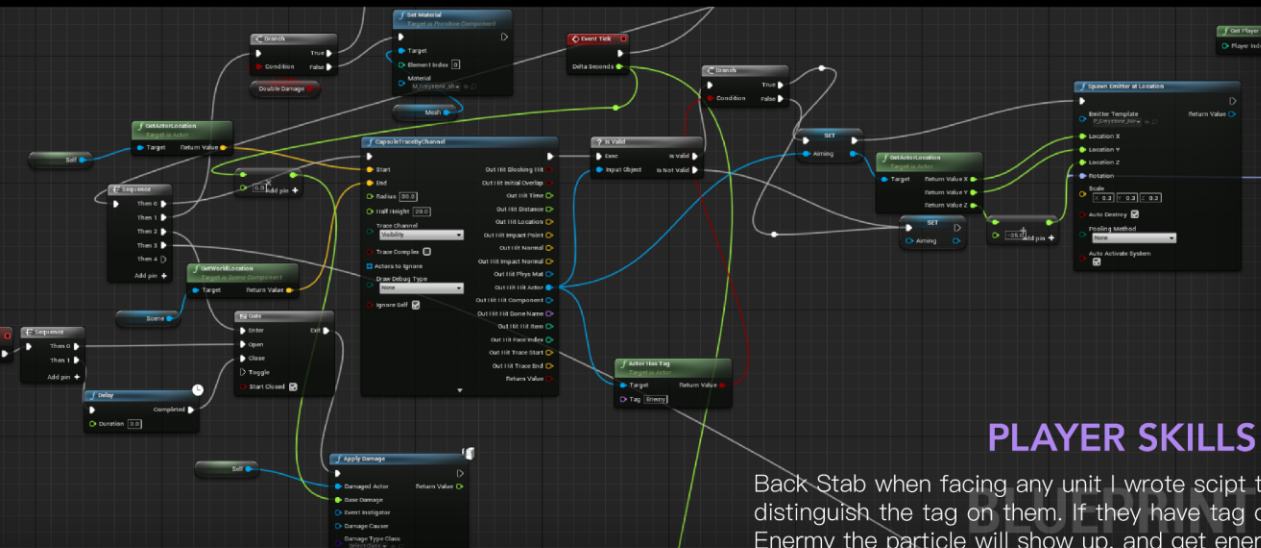
PROGRAMING

PLAYER SKILLS

Player Fireball witrh accumulator, calculating the accounts of damage increasing with time, changing player perspective in order to aim the target more easily.
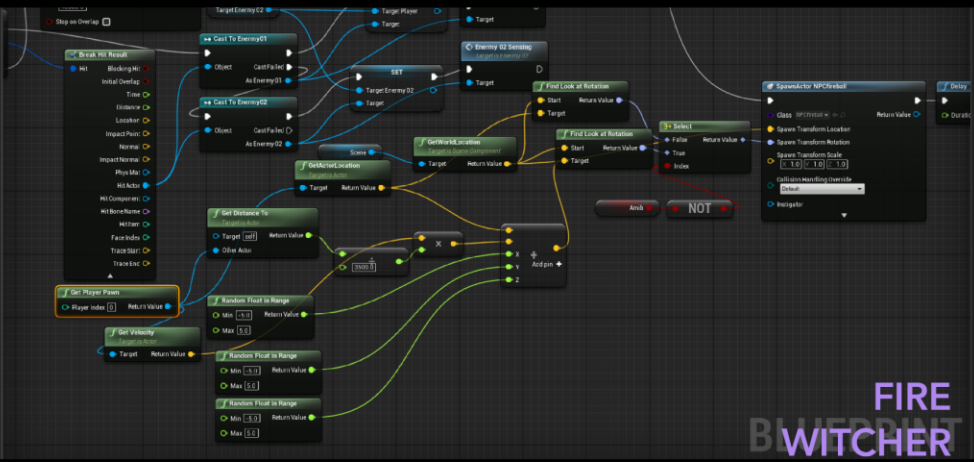
TRAP WITCHER

When unit enter the scope of the Trap Withcer, our script will try to dintinguish wheter the unit is player or other unit, so they will not attack to the units that are not player.

PLAYER SKILLS

Back Stab when facing any unit I wrote scipt to distinguish the tag on them. If they have tag of Enermy the particle will show up, and get enermy's location to teleport through set character's new location.

FIRE WITCHER

Fireball withcer can get player location, when enter their sensing scope, they will predict player movement randomly, when player are moving around to increase the possiblity of hitting the player.

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