

Project Job Change

A unity based Platformer Roleplaying Game

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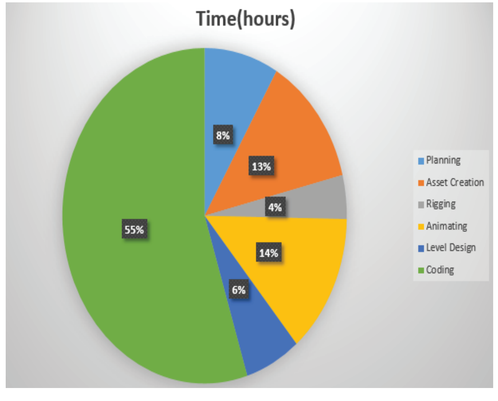
Introduction

I've always been fascinated by video games, ever since I first played one on my gameboy as a kid. Two genres that has always peaked my interest are Role Playing games and Platformer such as Final Fantasy and Sonic the Hedgehog. Both genres are popular in gaming, giving entertainment to millions of people.

The objective of my project is to combine both genres, creating a 2.5D platformer using RPG elements. The game will be a platformer, temporarily called "Project Job Change," that will use 3D model characters on a 2D plane. This platformer will be combined with RPG elements. The player will have the ability to change between 3 job classes freely: the sturdy Knight, the powerful Wizard and the cunning Thief. Using his/her abilities, the goal is to save the princess at the end of the level. The models will be created on Blender, a free 3D modelling program, and the game will be created on Unity, a free game engine.

Time Spent

Here is a pie chart of how most of my time was spent, out of approximately 210 hours in total.



Controls

The controls will be on keyboard following a wasd format. The controls for the game is below.

Controls	Actions
A	Moves the character to the left
D	Moves the character to the right
Spacebar	Makes the character Jump
J	Basic attack for the character
1 - 3 keys	Switches between the characters classes.

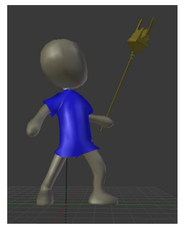
GUI

GUI, or the Graphical User Interface is one of the most important parts of the game. It allows the user to know information such as Health Points, Mana Points, and other information such as whether or not some abilities are ready to be used or if the player has to wait a certain amount of time before it's usable.

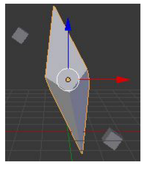
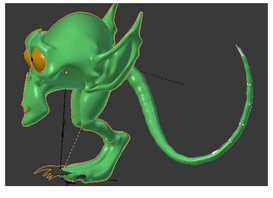
The GUI here is pretty simple. On the top left is where all the information is. The green bar is the HP, if it runs out, the player dies and the level restarts. The blue bar is the mana. As for the icon next to it, that is the icon that indicates what class the player is. The circle next to it is not functional yet, but is planned to be the cooldown timer before the player can switch classes once more.

3D Models

3D models are needed in a 3D environment. The 3D models here are the characters you will see. The weapons is probably the most detailed part of the object, despite how small it is. Please note that all 3D models are already fully animated.at



The next 3D model is a little idea of a Crystal like enemy I came up with that attacks players when they are within a certain range of it. It has smaller crystals the circle around it. The other model I merely found on blend swap, a free 3D model database and decided to use it since I thought it looked like a cool and cute monster suitable for the game.

Conclusion

This project was not only an interesting learning experience, but also a chance to create something I've always dreamed of making, a video game. I've also learned many new skills, such as scheduling and time management. Not only that, but I also managed to brush up on old skills such as 3D Modeling and 3D animation.

I plan to work on further improving this game with the hopes of submitting this to a game company, or getting funding on kickstarter so that it may be on the steam web store. Regardless of what the future of this project has though, I had a lot of fun working on it.

Information

For more information on this project, feel free to e-mail me at DEvanelista54@gmail.com.

The project itself was made on Unity3D, which could be found on unity3d.com.

The 3D models were created on Blender, found on: blender.org, or found on blendswap.com

Acknowledgements

I would like to thank Professor Boisvert for her guidance and supervising this project. I'd also like to thank my internship at Killer Snails for giving me the skills at programming GUI on Unity, and the various professors that have taught me the rest of the skills I needed for this project.