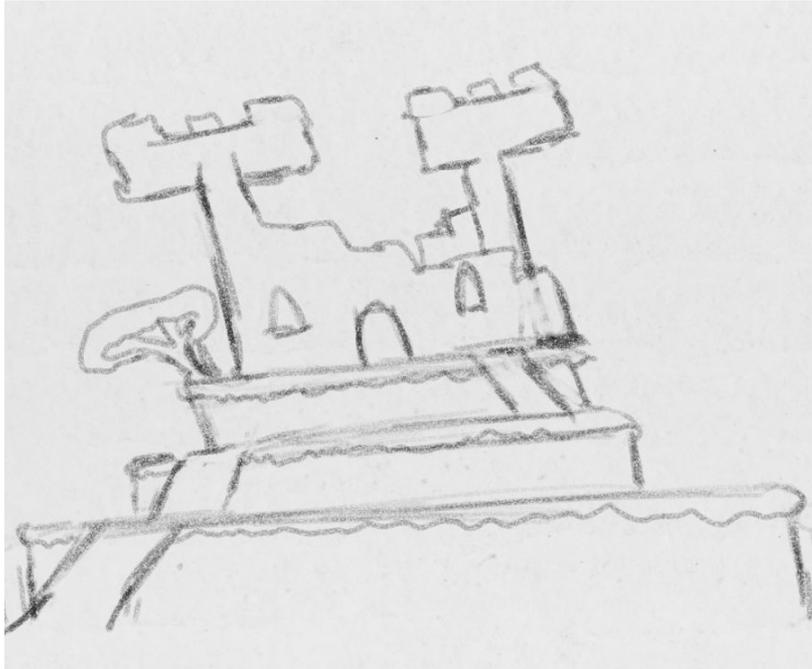




SUPERNOVA
DRAGON

WHY I MADE THIS GAME

I wanted to make a game where there are good and bad monsters and you can play as a monster helping her people. I was tired of games where dragons are killed as a side quest or for trophies. I also wanted to see if I could make a video game and what it consisted of.



STORY OF THE GAME

You play as a dragon who finds her fellow dragons accidentally poisoned by some bad tea at a tea party.

The witch responsible wanted to throw them a party for working so hard maintaining the realms and keeping the peace, but had overestimated their size and made the relaxation tea too strong.

With them immobile, it is up to you, to help create a potion to heal the dragons and take on their responsibilities in the meantime.



FIND NEW WAYS TO COMBAT A PROBLEM

Times do get tough, with enemies that can't be easily defeated by normal means. Changing your fire type helps in combating hostile monsters. Firebreath attacks include fire, water, ice, shadow, light, air, and magic.



SPECIAL THANKS

Before I continue I want to thank professor Sam Levine for helping me with coding and his son for testing the game, I could not have developed the game this far without them.



BUDGET AND MATERIALS

The project was created in Unity and is geared towards children, the models were made in Blender as well as rigging, and animations. The textures were made with photoshop and illustrator. The budget was around zero dollars since Blender and Unity are free and I used the school's version of Photoshop and Illustrator.



DIFFICULTIES

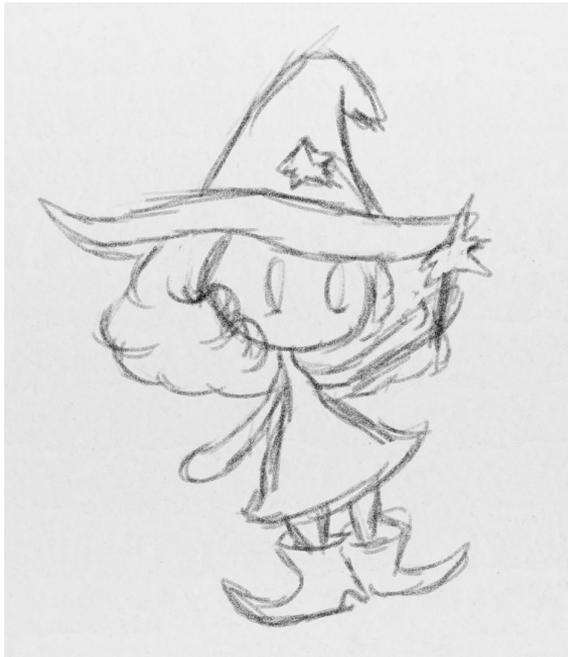
The most difficult part was coding and making the 3d models (around 50), including all of the characters, objects, and 2d assets around (100), while trying to balance life in school and helping make assets for other groups and their games, and trying to work out as many bugs on my own before asking for help (fewer things to go over in meetings and more time for coding).



```
Miscellaneous Files collectLoot
34 {
35     GameController.Instance.ChangeRockAmount(3);
36 }
37 else if (myLootType == lootType.Fire)
38 {
39     GameController.Instance.ChangeFireAmount(3);
40 }
41 else if (myLootType == lootType.Water)
42 {
43     GameController.Instance.ChangeWaterAmount(3);
44 }
45 else if (myLootType == lootType.Snow)
46 {
47     GameController.Instance.ChangeIceAmount(3);
48 }
49 else if (myLootType == lootType.Light)
50 {
51     GameController.Instance.ChangeLightAmount(3);
52 }
53 else if (myLootType == lootType.Mystic)
54 {
55     GameController.Instance.ChangeMysticAmount(3);
56 }
57 else if (myLootType == lootType.Sky)
58 {
59     GameController.Instance.ChangeSkyAmount(3);
60 }
61 else if (myLootType == lootType.Shadow)
62 {
63     GameController.Instance.ChangeShadowAmount(3);
64 }
65 else if (myLootType == lootType.Nature)
66 {
67     GameController.Instance.ChangeNatureAmount(3);
68 }
69 gotLoot = true;
70 }
71
72 void OnTriggerEnter(Collider col)
```

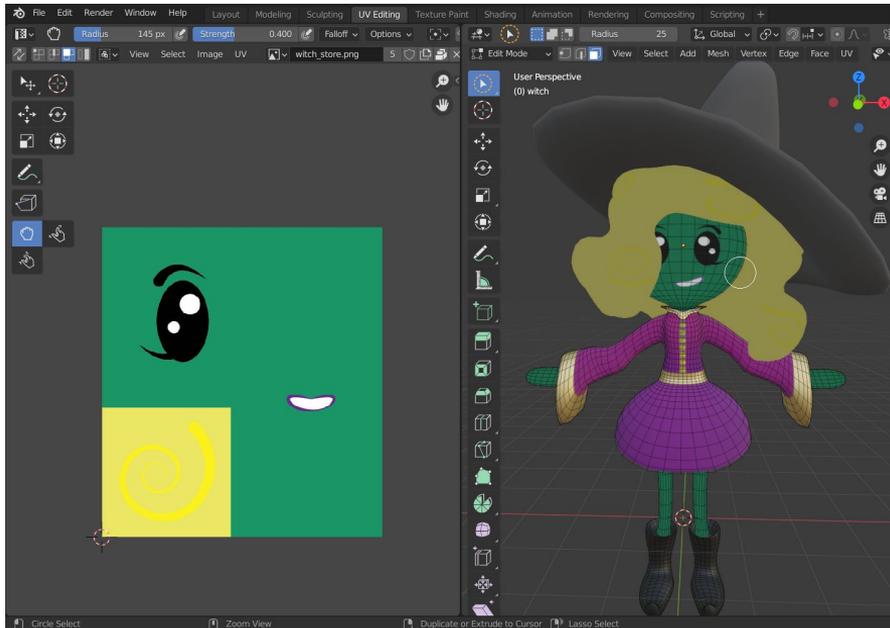
MAKING STUFF FOR THE GAME

The process of making a character is to sketch out how they would look while keeping in mind their personality and role in the game (For idle animations, if they are timid, make them sway a little. Are they playful but hostile enemy, give them a lot of movement).



GETTING TEXTURES ON THE MODELS

Making them in 3d (Blender) consists of texturing their bodies through UV mapping. It's basically moving the mesh over a texture to get the face in the right place. There is the rigging for idle animations. Finally, it's implementing them into the game with an animator controller and coding to give them a role.



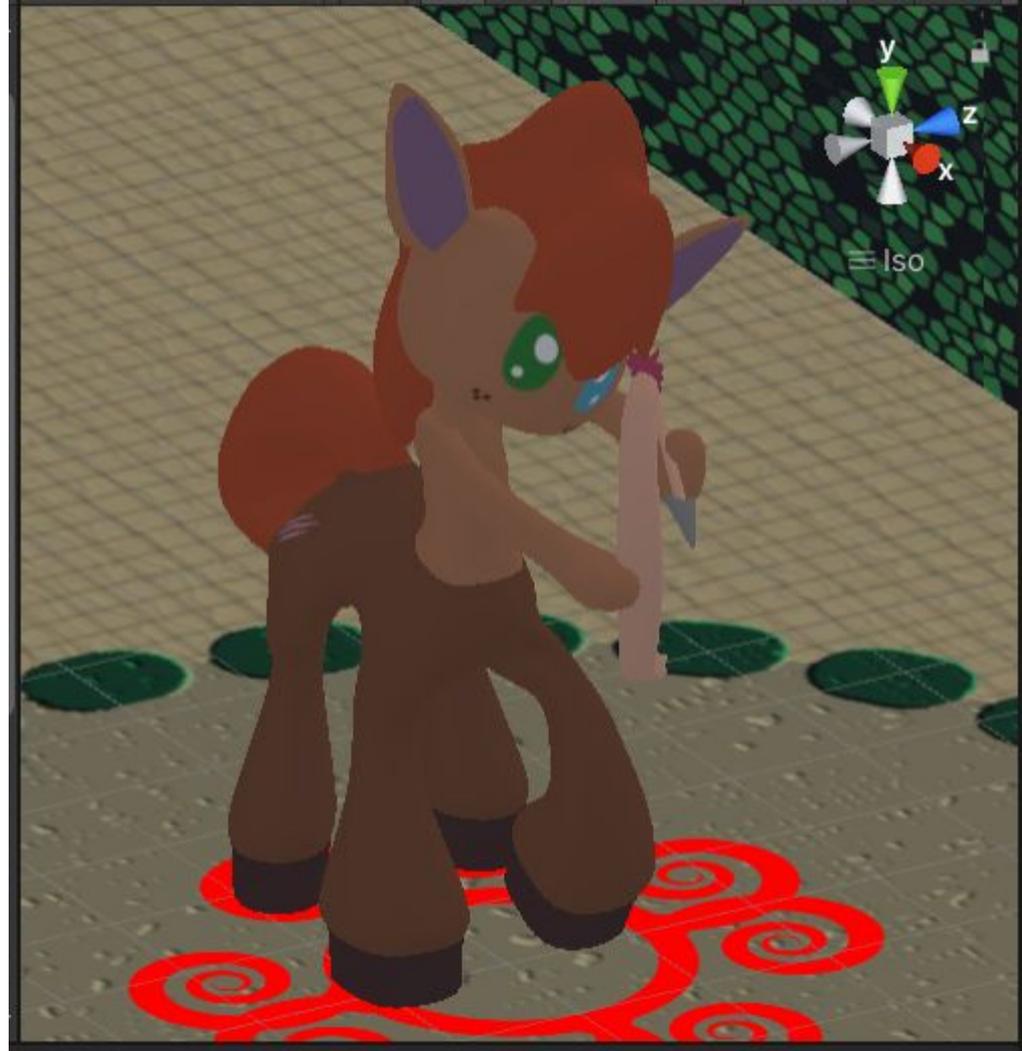
MISSIONS

The game consists of 30 missions, including finding a baby unicorn and bringing it back to their herd...

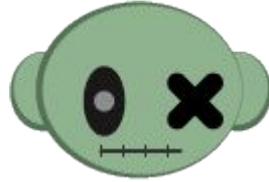


MISSIONS - BATTLES

Challenging hostile monsters who are attacking residents in the forest...



MISSIONS - MULTITASKING

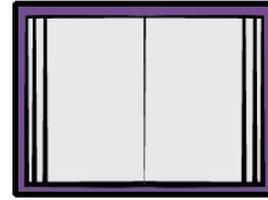


Helping a witch brew her potion by heating up her cauldron. You also have to destroy zombies that are wandering closer to the potion to consume it (if too many zombies eat away at the potion, the mission is lost, but can be restarted the next day)



MORE MISSIONS - DROP OFFS

There are less intense missions, like donating a book to a magical water library, for a timid witch that is afraid to cross the lands.

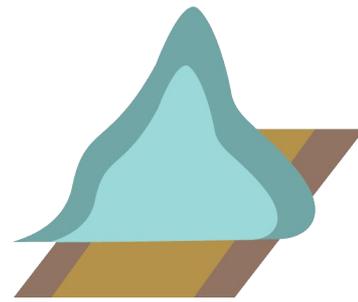
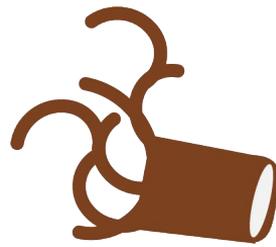


MISSIONS - ESCORTS

This is a maze where you have to find a minotaur that is bad with directions and often gets lost in her own maze. You have to lead her out to complete the mission.



MISSIONS - OBSTACLES



There are obstacles that Nova must clear off of the roads, like fallen trees and ice blocks.



COLLECTING FLOWERS



Finally, the player can collect flowers that respawn after a long time of gameplay, this respawn time can speed up by using green nature fire. **Lore:** Green Fire is not dragon fire, but a gift from the dryads for the forest, from your friend and neighbor, Sakura, a cherry Tree Dryad.



GOLEMS AND GOLD



Gold can be collected from castles after defeating their golems that can knock the player out in two turns. Defeating these golems gives the player stones that can be brewed into a defense potion, that will lessen the damage done by monsters.



GETTING ENERGY



Finally, there is raw energy. This can be collected by defeating other monsters or lighting elemental fire beacons.



STORYTELLING THROUGH CHARACTER INTERACTIONS AND GAMEPLAY

Every action in the game has a purpose for gameplay, as well as lore for this world. This is shown through the lost unicorn mission and the hostile unicorn in your forest. Witches are suspected of kidnapping the baby unicorn and the hostile unicorn has attacked witches that have entered the forest.



OTHER MONSTERS - LYCANS AND WEREWOLVES

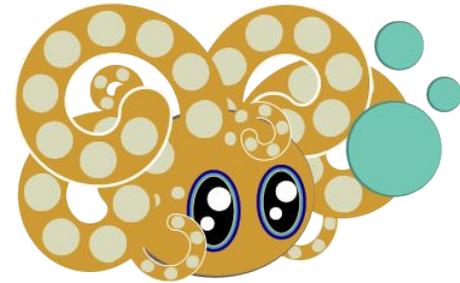
Non-hostile monsters include Kitty, the leader of the Lycans. They have a long tail that hides weapons that deal with vampires that threaten their pack (Right). A newly made werewolf that had to be turned to save his life, after a vampire attacked him while he was a human (Left).



KIND OF HOSTILE MONSTERS



A shark siren that hates dolphins, since they would boop her in the belly during their playtime. She is friends with a well-learned octopus siren who helps maintain the library and are often seen together.



NON-HOSTILE BUT WANTS A CHALLENGE

A meek manticore that wants to test their strength against you, in a friendly sparring match...
Despite some monsters being on red monster markers, every monster has a different reason for fighting.



UI - INVENTORY - POTIONS

Finally, I'll go over the UI. These potions can change her fire, restore her health and add to her defence. Can be bought from a witch.



UI - INVENTORY - FLOWERS

Here are the flowers and elements you can collect

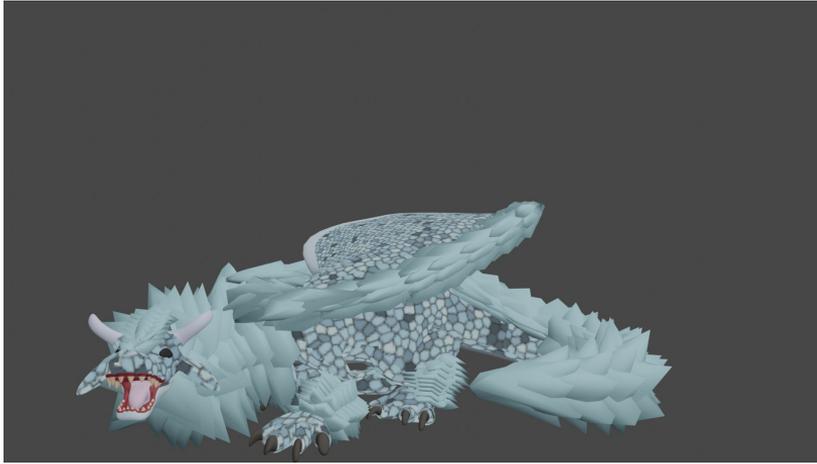


UI - MISSIONS FOR EACH REALM AND TYPE POWERS

There are five missions for each realm and notes for dragon breath types and what monsters they are effective against



EXTRA - THINGS I'M PROUD OF... 3D MODELS



THINGS I'M PROUD OF...

This floor/rock texture



TO END THIS PRESENTATION

Things I can improve on are...

Time management

Finding and documenting resources. I was stuck on some code for a week, instead of using that time to make more assets, also, I used some code from my old games and it worked really well.

The game is far from done and there is a lot more I want to do, like adding mini-games, creating a human village, placing more characters (like the Kraken to the right), and adding more stories.

This ends my presentation.

