

National College of Ireland  
BSc in Computing  
Gaming and Multimedia  
2016/2017

Shane Malone  
X13475798  
X13475798@student.ncirl.ie

## Divinity Awakens: The Divine Emblem

Technical Report



## Contents

Executive Summary .....	5
1 Introduction .....	6
1.1 Background.....	6
1.2 Aims .....	7
1.3 Technologies .....	8
2 System.....	9
2.1 Requirements .....	9
2.1.1 Functional requirements.....	9
2.1.2 Data requirements.....	17
2.1.3 User requirements.....	17
2.1.4 Environmental requirement .....	18
2.1.5 Usability requirements.....	18
2.2 Design and Architecture.....	18
2.2.1 Use Case Diagram .....	18
2.2.2 Class Diagram.....	18
2.3 Implementation .....	20
2.3.1 Yanfly Engine .....	21
2.4 Graphical User Interface (GUI) Layout.....	23
2.4.1 Title Screen .....	23
2.4.2 Battle Screen.....	24
2.4.3 Menu .....	25
2.4.4 Menu – Rows .....	26
2.4.5 Battle Point Menu .....	26
2.4.6 World Map .....	27
2.4.7 Town – Day .....	28
2.4.8 Town – Night .....	28
2.5 Testing.....	29
2.5.1 Customer testing .....	29
2.5.2 Unit testing .....	29
2.5.3 Usability testing .....	30
2.6 Evaluation .....	32

3	Conclusions .....	33
4	Further development or research.....	34
5	References .....	35
6	Appendix.....	36
6.1	Inspiration .....	36
6.2	Story .....	38
6.3	Project Proposal .....	50
6.3.1	Objectives .....	50
6.3.2	Background .....	51
6.3.3	Technical Approach.....	52
6.3.4	Special resources required.....	53
6.3.5	Technical Details.....	54
6.3.6	Evaluation .....	54
6.3.7	Project Plan.....	55
6.4	Project Requirement Specification.....	55
6.4.1	Introduction .....	55
6.4.2	User Requirements Definition .....	57
6.4.3	Requirements Specification.....	57
6.4.4	Requirement 1: Start New Game .....	58
6.4.5	Requirement 2: Create Character Name.....	59
6.4.6	Requirement 3: Move Character .....	60
6.4.7	Requirement 4: Battle.....	61
6.4.8	Requirement 5: Save Game .....	62
6.4.9	Requirement 6: Load Game .....	64
6.4.10	Requirement 7: Interact.....	65
6.4.11	Requirement 8: Level Up.....	66
6.4.12	Requirement 9: Quit .....	67
6.4.13	Non-Functional Requirements.....	69
6.4.14	Interface requirements .....	69
6.4.15	Application Programming Interfaces (API) .....	72
6.4.16	System Architecture .....	72
6.4.17	System Evolution.....	73

6.5	Concept and Design .....	73
6.5.1	Concept.....	74
6.5.2	Design .....	79
6.5.3	Technical.....	88
6.6	Think Aloud Testing Task Sheet .....	98
6.7	Monthly Journals.....	99
6.7.1	Month – September.....	99
6.7.2	Month - October .....	99
6.7.3	Month - November.....	99
6.7.4	Month - December.....	100
6.7.5	Month – January.....	100
6.7.6	Month – February .....	101
6.7.7	Month – March .....	101
6.8	User Manual .....	102

## **Executive Summary**

Divinity Awakens is an RPG (Role Playing Game) game made using RPG Maker MV. As the game is an RPG the objectives of the game is for players to take their time to immerse themselves into the story while completing task and battling foes in order to level up. The game allows the player the freedom to explore the games world once they gain the ability to travel to different location. A feature of the game is that it has a day and night cycle that changes the world during certain hours of the day. Another feature of the game is the fact that the game has days. Months and years were certain events can happen during a certain day or month. The game gives players the experience of what it was like to play RPG games years ago. Through the use of dialogue options the player will experience different events based on what choice they picked.

The game was created with the use of JavaScript and the targeted platform for the game is the PC. Since the data of the game is stored locally on the player's PC users both have easier access to their game data as well as the system that loads the data. The survey of fans of RPG games and the research that has been done for the project have helped hugely in the direction of the games development and helped in making sure that the game is quite an enjoyable experience for the players of this game.

# 1 Introduction

## 1.1 *Background*

Over the course of recent years, the gaming industry has such a huge worldwide growth thanks to the continued creation of gaming consoles which has made the industry constantly relevant to people. This type of industry is a very diverse one since there are many different styles of games, it also allows developers in the industry to be creative as they design the soundtrack and the art style for their game. In the early stages of the game industry it required a team of skilled individuals in order to create a game, but in recent times with the public release of software such as the Unreal Engine, Unity, GameMaker and RPG Maker series anyone with the skill and desire to create can be successful in creating the game they want to share.

One of the oldest genre of games for the gaming industry is the RPG (role playing game) genre of games. An RPG is a style of game in which the player controls characters to invest time to make them stronger and follow the narrative of the game. The more time that is spent playing the better the rewards given to the player become. The reason why the genre is so successful and popular is due to the player progression the game would have in order to keep people playing the game. Since having player progression in a game is a good way to keep players playing the game many recent games such as Battlefield, Titanfall etc. have included this old RPG element into them to keep people playing.

Not only is the RPG genre one of the oldest genres in the game industry it is also one of the most popular type of genre. From research of this genre it was very interesting to see the evolution of this genre along with how that kind of game genre works on a technical level. Since elements of the RPG genre are prevalent in the majority of games, future players of this game will appreciate seeing these kind of elements in the place those elements came from.

---

## **1.2 Aims**

The aim of this project was to create an old fashioned 2D styled game that is set in the RPG genre of games. The game will have most features that are common in RPG games of old along with a bunch of features that were not common back then. The players will be allowed to create a name for the main character in order to make the players more involve in the games world since they would mainly give the main character their name.

The game will allow its users to have dialogue options so that the player can feel more in control of their character to increase their involvement within the game. The aim of having dialogue choices is to change up certain events and to allow for multiple endings to the game in order to make the game a unique experience to players as the select certain dialogue options and do certain objectives in order to go a different way in the story than others. This along with the custom name will help to achieve the aim of making every player's play through of the game somewhat unique to them

With a day and night cycle along with days, months and years the aim of that is to keep players revisiting places they have already been to, to see what is different in the area during a certain time or day of the month. The main aim of this is to added to the aim of creating a game that is replayed.

Another aim of the game is to teach people how to play the game by the use of a tutorial that will be given at the start of the game in order to get player familiar to the way the game will operate. This also gives the player an understanding of how the combat in the game will work by putting them into a battle were they will be though how to fight. Finally, the main aim of the game is to reward the player for battling against enemies, doing objectives and solving puzzles by giving them experience points which is used to level up their party to make them stronger as well as giving them special items.

---

### **1.3 Technologies**

The technologies that were used in order to create this RPG game that has been created are:

RPG Maker MV – RPG Maker MV is a game creation tool that is similar to Game Maker but with a bigger focus to the RPG side of games. I will be creating my RPG game Divinity Awakens using RPG Maker MV in order to create a high quality game.

JavaScript – JavaScript is the coding language that is been used in order to create the game.

Yanfly Engine – Yanfly Engine is a large plugin for RPG Maker MV that enhances the game and fixes most of the bugs in RPG Maker MV. Using this plugin, I will enhance the game by editing the JavaScript of the plugin to suit the game.

Gimp 2 – Gimp 2 is an image editing software that I will be using in order to change and create textures for the game.



---

## 2 System

### 2.1 Requirements

#### 2.1.1 Functional requirements

##### 2.1.1.1 Requirement 1: The Player Shall Be Able to Start a New Game

The player will be able to create and start a new game the moment they load up the title screen. This requirement for the project has not changed since its introduction in the requirements specification document.

##### Main flow

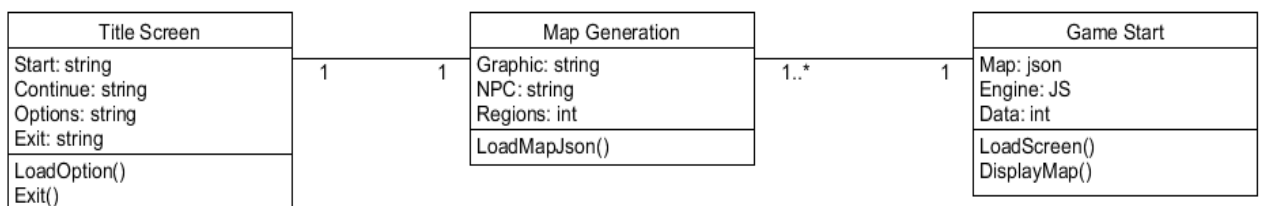
1. The player starts a new game
2. The system starts the game

##### Alternate flow

A1:

1. The player exits the game
2. The system crashes
3. The player does not start a new game

##### Diagram



##### 2.1.1.2 Requirement 2: The Player Shall Be Able to Create a Character Name

The User should have the option to choose the name of the character that they will be playing as for the majority of the game. This requirement for the project has not changed since its introduction in the requirements specification document.

##### Main flow

1. The player creates a name

---

### Alternate flow

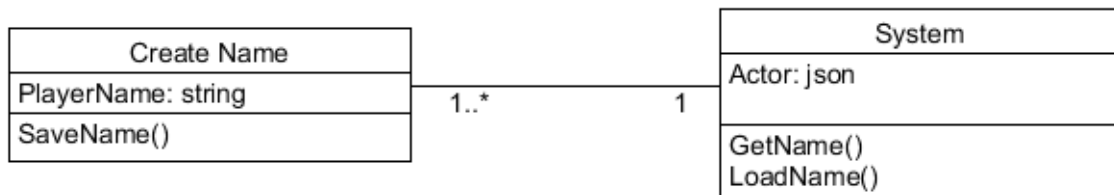
B1:

1. The player selects the default name

### Dependent Requirement

This requirement requires the first requirement to have been dealt with in order to operate.

### Diagram



### 2.1.1.3 Requirement 3: The Player Will Be Able to Move Their Character

This requirement will able the user the ability to move the character they control in the game. This requirement for the project has not changed since its introduction in the requirements specification document.

### Main flow

2. The player pressed an arrow button
3. The character moves

### Alternate flow

C1:

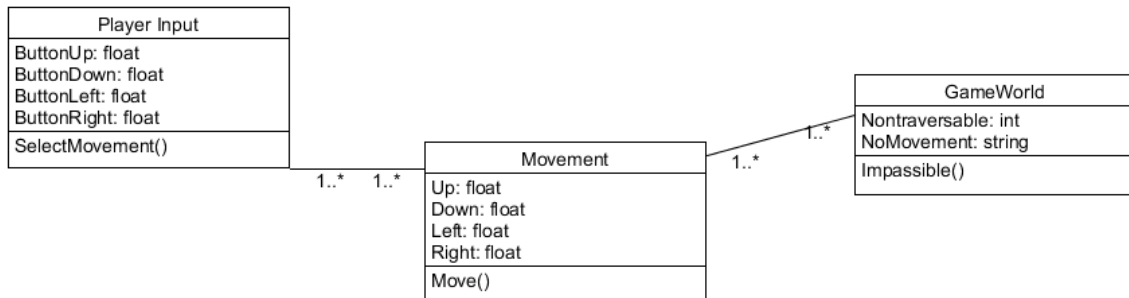
1. The character does not move
2. The players reach a boundary and can't move their character in a certain direction
3. The character does not move a certain direction

### Dependent Requirement

This requirement is dependent on the completion of the second requirement or with the use of the load game data requirement.

---

## Diagram



### 2.1.1.4 Requirement 4: The Player Will Have the Ability to Battle

For this requirement it enables players to be able to battle against monsters in order for story progression. This requirement for the project has not changed since its introduction in the requirements specification document.

#### Main flow

4. The player moves their character
5. The system starts up a battle

#### Alternate flow

D1:

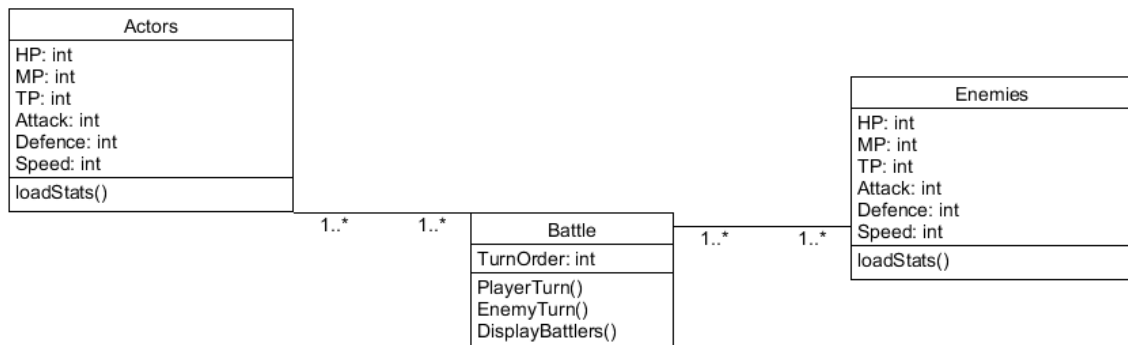
1. Nothing happens when the player moves their character
2. Player goes into a scene that forces a battle

#### Dependent Requirement

The player needs to be dealing with the third requirement in order to access this requirement.

---

## Diagram



### 2.1.1.5 Requirement 5: The Player Will Gain Experience Points

With this requirement, players should be able to gain experience points after a battle has been won. This requirement for the project is a new requirement created during the concept and design document phase of the project in order to extend the level up requirement.

#### Main flow

6. The player finishes the battle
7. The system gives out experience points

#### Alternate flow

E1:

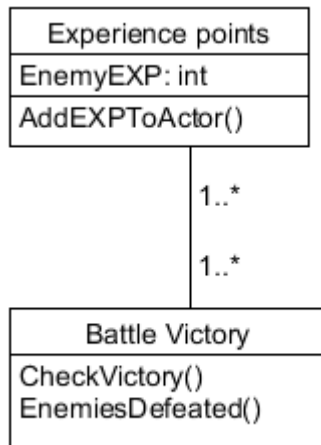
1. Players loses a battle
2. Player gains no experience points

#### Dependent Requirement

The fourth requirement is needed to be dealt with in order to for the experience point requirement to take effect.

---

## Diagram



### 2.1.1.6 Requirement 6: The Player Can Level Up

With this requirement, players should be able to level up members in their party when they gain enough experience points from battling. This requirement for the project has also not changed since its introduction.

#### Main flow

8. The player gains enough experience points to level up
9. The player's party level up

#### Alternate flow

F1:

1. The player reaches the maximum level
2. The player cannot level up

#### Dependent Requirement

The user needs to have gotten through both requirements four and five in order to get to this requirement.

---

## Diagram



### 2.1.1.7 Requirement 7: The Player is allowed to Interact with The Environment

This functional requirement gives the user the ability to interact with the game world. Such as interacting with the environment in order to solve puzzles. This requirement for the project is a new one created from the changes made from the interact requirement with the concept and design document.

#### Main flow

10. The player presses the interact button
11. The system changes the environment

#### Alternate flow

G1:

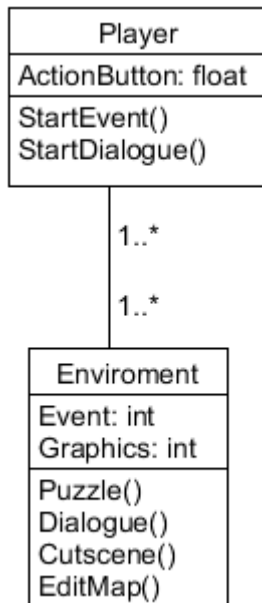
3. The system displays text

#### Dependent Requirement

---

The player is required be dealing with the third requirement in the game world for this requirement to be activated.

### Diagram



#### 2.1.1.8 Requirement 8: The Player Can Interact with NPC's

This functional requirement gives the user the ability to interact with the game world. Such as interacting with a NPC (Non-playable character). This requirement for the project is a new one created from the changes made from the interact requirement with the concept and design document.

##### Main flow

12. The player presses the interact button
13. The player chooses dialogue options
14. System makes changes based on selected dialogue options

##### Alternate flow

H1:

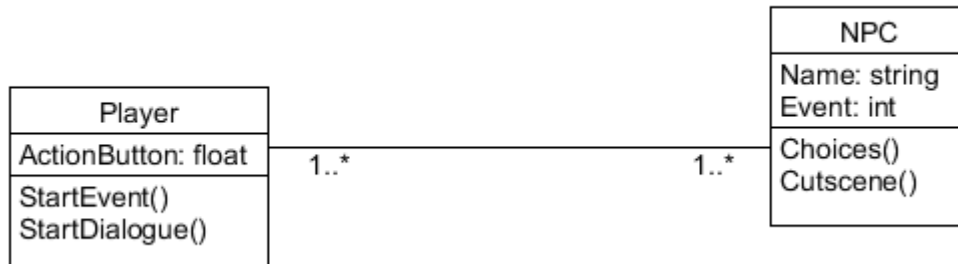
4. The player ends the dialogue

##### Dependent Requirement

The player is required to utilise the third requirement for this requirement to be activated.

---

## Diagram



### 2.1.1.9 Requirement 9: The Player Can Choose to Quit

The quit requirement should simply allow users to close the game when they want through the in game menu. This other requirement that was created for the requirement specification has had no changes towards itself.

#### Main Flow

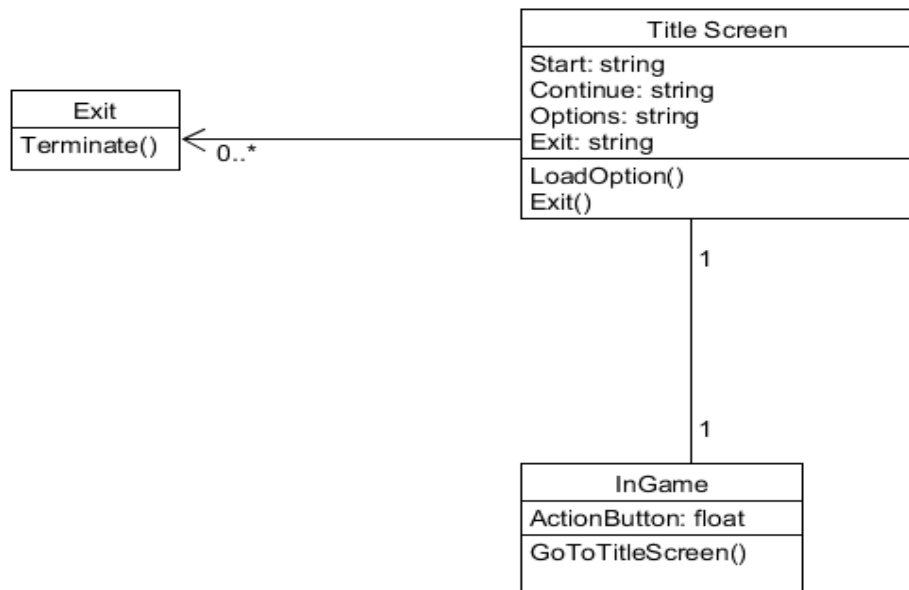
15. The player presses the quit option
16. The system closes the game

#### Alternate flow

- 11:
  1. The system does not close the game

## Diagram





### 2.1.2 Data requirements

One requirement that the users of the game require is the ability to be able save their progress so that they don't have to repeat certain events every time they start the game. Another requirement is the loading of the save data in order for the play to continue from the moment they last saved their game. The main part of the games data is stored in Json files while the save files of the game are save using the RPG Maker MV specific save file format which is .rpgsave. In order for the project to load a save file the software looks into the file the saves are in and displays them to the user, the user then picks one of the save file and the software loads the save file data in order to create the same instance of the game the user had when they saved their current game state. Just like the game but to a smaller extent the save files require a very small amount of space in order to be stored.

### 2.1.3 User requirements

The users will initially require an internet access to be able to download the game. They must have a computer or laptop that can run the recent windows operating systems in order to run the game.

---

### 2.1.4 Environmental requirement

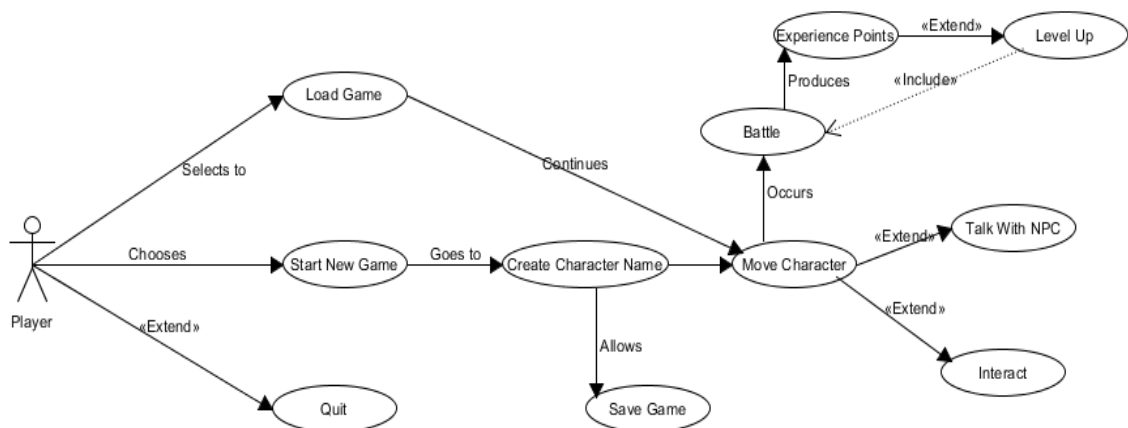
The game can be run in any kind of environment to achieve maximum efficiency since the game has no need for an environment with internet access or a powerful machine in order to run the game. The game has been designed to perfectly work on windows 7 and the operating systems that came after it.

### 2.1.5 Usability requirements

In order to get users to have a better time playing the game, the game's menus should be structured, have clear descriptions on what stuff does and have the user not need to have much interaction in order to get to the section they want to get at. The game should provide tutorials in order to get player familiar with the games UI. The UI should also be laid out and coloured in a way that would be appealing to the people playing the game.

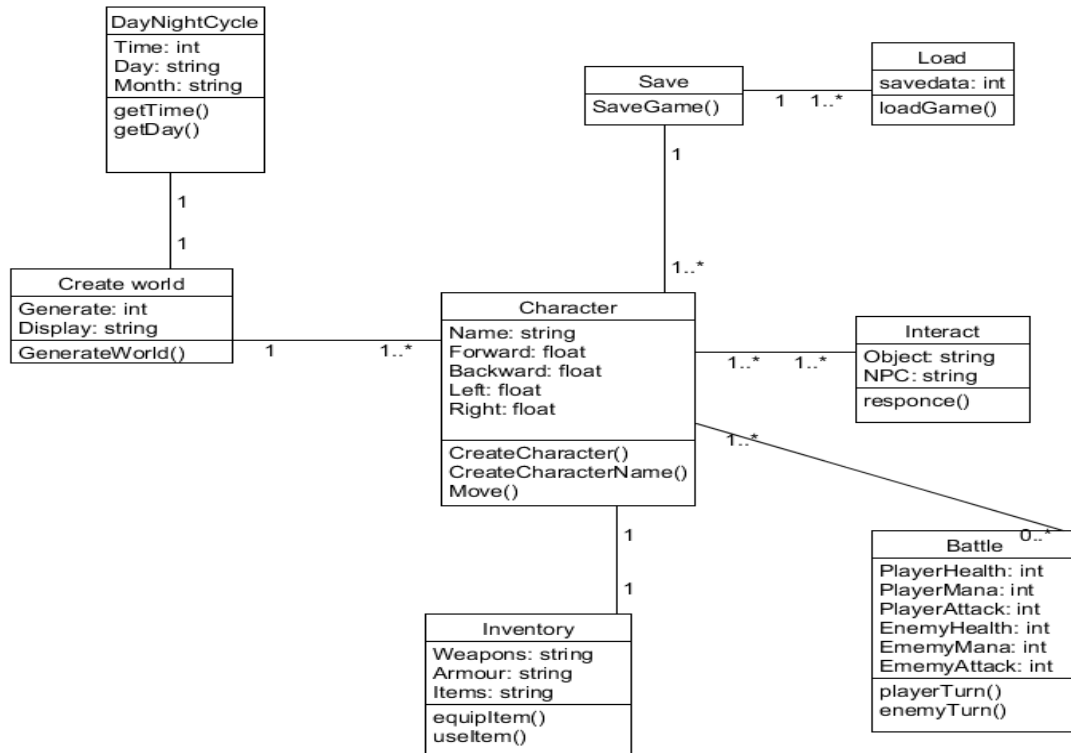
## 2.2 Design and Architecture

### 2.2.1 Use Case Diagram



### 2.2.2 Class Diagram

This class diagram will show each class and how they relate to each other.



As can be seen from the diagram above the Create world class is the main class that starts off the character class. While the other classes are an extension of the system such as the DayNightCycle class or are an extension to the classes connected to the Character class.

---

## 2.3 Implementation

This first snippet of created code is for the game engine to put the game in full screen mode on load up as the game would open in windowed mode. This creates a function that is the same as the initialize function of the SceneManager, then using the function to call the `._requestFullScreen` asynchronous request so that the game loads up on full screen mode for every time the game is initialized.

```
FSInitStart = SceneManager.initialize;
SceneManager.initialize = function() {
    FSInitStart.call(this);
    Graphics._requestFullScreen();
};
```

This next snippet of code is an important one as it covers the “players can exit the game” requirement. Using the similar code of the game engine in order to put the exit button into the main menu with problems. Then giving it the ability to terminate the game with the function that terminates the SceneManager (which is what is running the game) upon pressing of the button.

```
(function() {
    var _custom_title = Window_TitleCommand.prototype.makeCommandList
    Window_TitleCommand.prototype.makeCommandList = function() {
        _custom_title.call(this);
        this.addCommand('Exit', 'exit');
    };

    var _custom_sctitle = Scene_Title.prototype.createCommandWindow
    Scene_Title.prototype.createCommandWindow = function() {
        _custom_sctitle.call(this);
        this._commandWindow.setHandler('exit', this.commandExit.bind(this));
    };

    Scene_Title.prototype.commandExit = function() {
        SceneManager.terminate();
    };
})();
```

---

This code snipit is an edit I did to the javascript file for the battlepoints system made by William. The original version of the file only displayed one character at a time, but I wanted it to display all party members so by using the function names of the code, I created a list that would add an image of each party member to be put one after eachother with a sizable box surrounding them as you can see from the GUI section with the BP menu.

```
// Shane Malone - x13475798
// Edit Done in order to display 6 characters at the top of the menu within their own box

    if($gameParty.members().length>=1)
    {
        this.MemberWindow1 = new Window_UppBpActor(0, 0, 0);
        this.addChild(this.MemberWindow1);
    }
    if($gameParty.members().length>=2)
    {
        this.MemberWindow2 = new Window_UppBpActor(1, 210, 0);
        this.addChild(this.MemberWindow2);
    }
    if($gameParty.members().length>=3)
    {
        this.MemberWindow3 = new Window_UppBpActor(2, 420, 0);
        this.addChild(this.MemberWindow3);
    }
    if($gameParty.members().length>=4)
    {
        this.MemberWindow4 = new Window_UppBpActor(3, 630, 0);
        this.addChild(this.MemberWindow4);
    }
    if($gameParty.members().length>=5)
    {
        this.MemberWindow5 = new Window_UppBpActor(4, 840, 0);
        this.addChild(this.MemberWindow5);
    }
    if($gameParty.members().length>=6)
    {
        this.MemberWindow6 = new Window_UppBpActor(5, 1050, 0);
        this.addChild(this.MemberWindow6);
    }
}
// end of edit
```

### 2.3.1 Yanfly Engine

Yanfly Engine scripts may have JavaScript within them but their sole purpose is to use the GUI that is available to edit the files without having to edit the main engine files so that potential damage to the engine can be avoided. Yanfly engine is mainly used for the editing of the game UI as you can see below with the core engine script you are easily allowed to change the screen resolution from the default as well change system parameters such as max possible HP an actor can have.

**General Settings**

Name:

YEP\_CoreEngine ▾

Status:

ON ▾

Help...

v1.24 Needed for the majority of Yanfly Engine Scripts. Also contains bug fixes found inherently in RPG Maker.

Author: Yanfly Engine Plugins

**Parameters**

Name	Value
---Screen---	
Screen Width	1280
Screen Height	720
Scale Battlebacks	true
Scale Title	true
Scale Game Over	true
Open Console	false
Reposition Battlers	true

OK

Cancel

---

## 2.4 Graphical User Interface (GUI) Layout

### 2.4.1 Title Screen



This screen showcases how the title screen of Divinity Awakens looks upon starting the game. From this title screen a user will be presented with four options, the first being new game in which the user would select in order to start the game. The option continue brings the user to a list of save files and from there will be able to select one of their save files to continue from where they were at the time they saved the game onto the certain save files. Selecting the options choice will bring you to a menu were you can adjust the game volume. Finally, the fourth option just allows the user to exit the game.

---

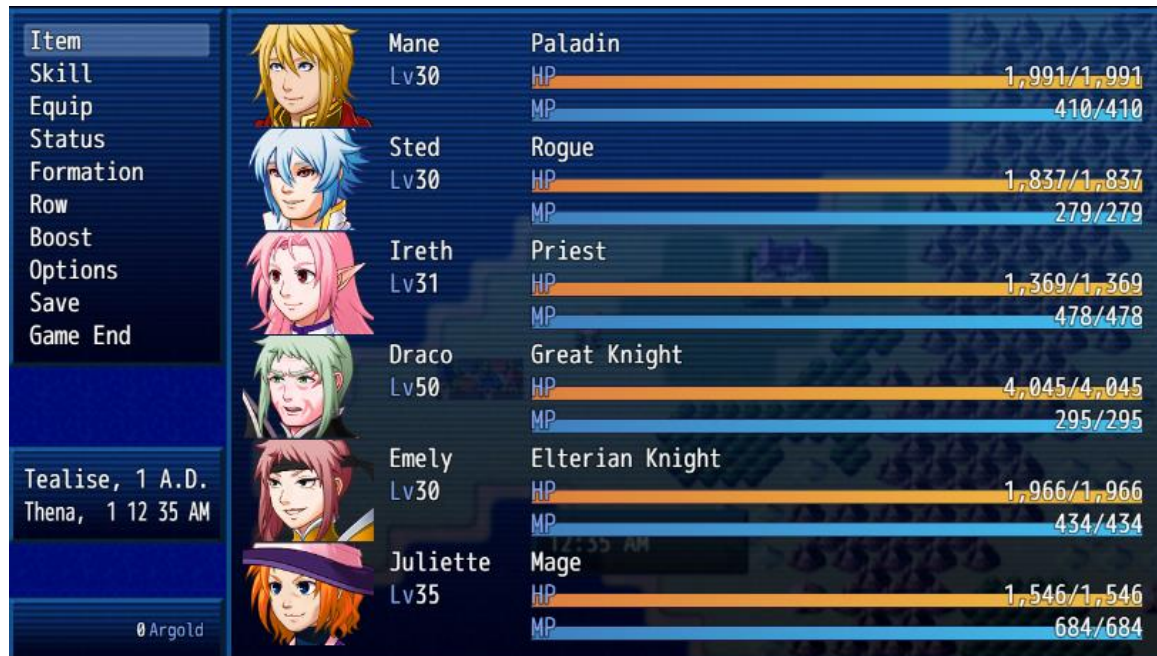
## 2.4.2 Battle Screen



This screen shows us how a typical battle scene in the game will be shown. In the battle scenes for this game your team will be on the right side will the enemies will be on the left side of the screen. The users will have access to a bunch of options during a battle they can fight which brings them to a menu were they can attack, do special moves e.g. magic, guard or use items. The row command allows the user to put their party members into one of three available rows. While the formation option allows you to change out party member during battle for moments when you would have more than six characters in your party. The escape option is there to allow you to escape fights that are escapable.

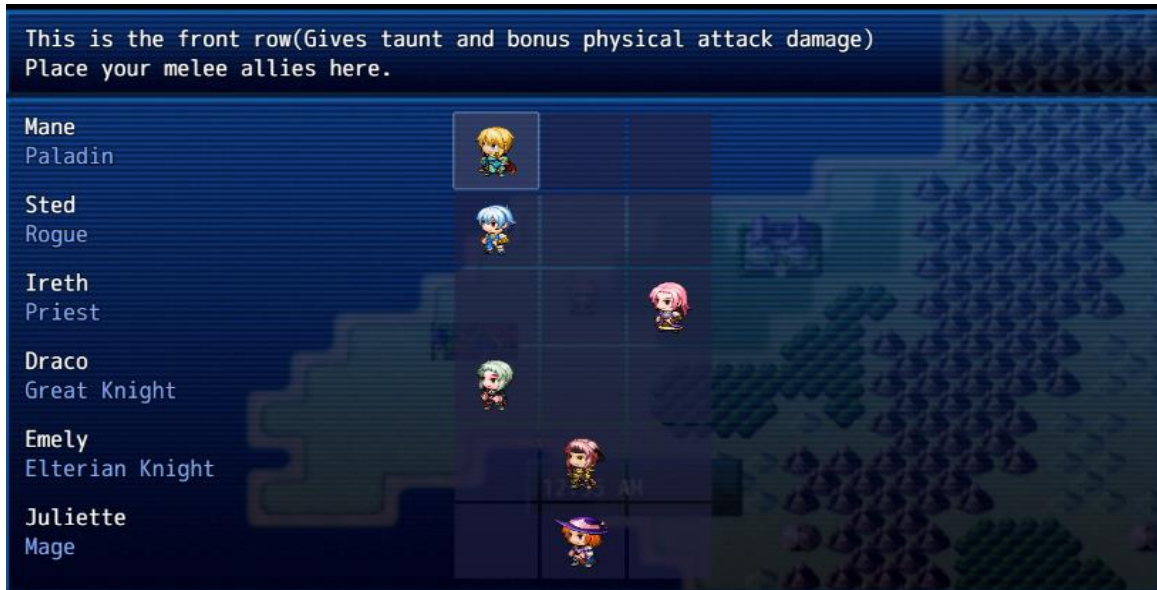


### 2.4.3 Menu



This image showcases the look of the menu players are going to have access to while playing through the game. In the main menu players will have access to many options as well as the ability to see their current party members HP, MP and current level, the current day, month, year, current time and the amount of gold the party currently has available. With the options available to the player we have the item option which brings the player to a menu where they can see all their items that they have obtainable as well as use the items in order to heal or buff their party members. The next option skill allows the player to view the skills of each party member. The equip option allows for the changing of the gear each party member is equipped with. The status option on the menu brings the player to a menu where they can see each character's stats as well as a short bio about them. The formation option allows you to add or remove characters from the six main slots of the party. The row option allows you to change the rows your party members are on outside of a battle. The Boost option brings you to a menu where you add points to certain stats to increase them for each party member. For the options choice on the menu you are brought to the same option menu as the one on the title screen. The save section of the menu brings you to a list of save slots you can choose from in order to save your game. Finally, the function of the game end option is that it brings the user back to the title screen.

## 2.4.4 Menu – Rows



This image is what you would see after selecting the row option from the menu screen or from the battle menu. In this menu players can put their party members into three different rows. Each row has a specific trait to them such as the first row (the left most option) gives the characters in that row a taunt trait making them the only targets that can be attacked by with most enemy's attacks. The second row gives a defence buff while the third row gives an even stronger defensive buff.

## 2.4.5 Battle Point Menu



---

This above image shows us how the boost menu looks like. In this menu you will be able to add BP to the shown stats in order to buff up each character. Every level up gives each character five BP points for them to spend. These BP can be changed at any time so that the player can mess around with the BP till they find the perfect point distribution.

#### 2.4.6 World Map



This is how the world map looks as the player explores it. Players will be able to explore the map till as far as they are limited at first but after a while the entire map will be open to the player to explore and progress the story. In the world map the player will be given a boat to control in order to traverse through the water.



---

### 2.4.7 Town – Day



This image shows us a typical traversable town scene in the game during the day time.

### 2.4.8 Town – Night



This above imagery shows us a typical traversable town scene in the game during the night.

---

## **2.5 Testing**

For the testing purpose of the game the tool that was used for testing was the playtest tool available with the RPG Maker MV software. A think aloud test was also a plan in which to test the game. A survey was also done by the tester in order to provide feedback from their “tests”.

### **2.5.1 Customer testing**

Customer testing was done with the use of surveys to be given to the testers after they finish testing. Below is a link to the survey results from those testers.

<https://www.surveymonkey.com/results/SM-TYYKJMZB/>

As can be seen from the survey each tester would the game to a friend which for the game is a good stance for it. These testers are quite satisfied with the game from their time playing it which can be proven from the likes of the sentences they wrote such as this one “From the brief moment I got to the game I enjoyed every aspect of it”. Another thing to note is that these people would mainly want to play the game again which is great as it shows the allure of the game is working wonders in keeping plays continue playing the game.

This survey was helpful as it pointed out textual errors that where missed such as “one of the skills had no description” and “when obtaining the Ni Tablet and the on screen text says “Di tablet was obtained””. Thanks to those comments those text related mishaps have been fixed.

### **2.5.2 Unit testing**

With keeping unit testing in mind there was a section of code that was conflicting problems with the engine and thanks to that find the problem has been fixed as the JavaScript file is now connected in the right area. Since Yanfly Engine JS files at dependant on each other you can seek out possible problems by testing the code in a different environment (moving the file to a different place of the list). So that the problems can be fixed. The JS files have been tested by either grouping them

---

up with others to test compatibility or by having one JS on the list at a given time to identify problems.

### **2.5.3 Usability testing**

For the usability testing a think aloud test was done with three people in order to both test my game and the player's ability on what options they would choose to progress. These two below link represent in descending order, the recorded think aloud test for one of the testers and the other link is for the result of their filled out SUS's.

<https://www.youtube.com/watch?v=z-J5kcZ5qpE&feature=youtu.be>

<https://www.surveymonkey.com/results/SM-KCBK57ZB/>

#### **Person 1**

This person is the one who's think aloud was recorded and out of the three people, he took the fastest time in completing the game section allocated to the think aloud which was 8 minutes. He was quite eager to play, and within the first few minutes he was impressed with the fact that he had other options in other to get a certain key item rather than doing the standard quest that is involved to get it. When he arrived at the puzzle and read the puzzle that basically tell you to come back in the morning, just as I expect he leaves to get the other required items as he thinks that he will have to wait till then. While playing he stated that he liked the music that is was very atmospheric which was quite good to hear as that was the goal of the music track. Last this person really likes the fact that the key items spelled out part of the games name "Divinity". Overall this person seemed to enjoy the play through of the session. The results from the SUS given to this person was 65 out 100.

#### **Person 2**

For this person they took the longest out of the three with the think aloud taking about 16 minutes to complete the section. This tester went along with the standard quest to get one of the key items which is good as having multiple people to the same thing stops testing from happening in the untouched sections. They struggled at first in the battle segment but learnt the ropes quite quickly which is

---

always a good thing since it means your UI is simple enough. This persons SUS score was 67.5.

### **Person 3**

The last person took about 13 minutes to complete the think aloud, this person was quite impressed with the music and the art style. To my surprise this tester found another way to complete the quest that was not intended as it was by chance they found out you could climb vines. Which has now been accepted as another way to complete the quest rather than a mistake that needs fixing. The SUS score of this person was 70.

### **Conclusion**

With all that was analysis while doing the think aloud it is safe to say that the testers mainly enjoyed the music and the environment of the game. They were amazed at the level of detail that came with the one quests once they learnt about the other ways which tells me that people will enjoy the choices that they will have in the game. It had come to my attention from this test that perhaps the puzzles I envisioned are a bit of a challenge in their current state and should get some hints for how to complete them. It was quite nice that no errors were encounter during the think aloud as it shows the care that has been put it, but an error showing its face would be very good as I would find errors that slipped passed me so that I could quality assure it. It seemed that the combat system is easily mastered as bar one person at the start of the battle it was quite easily for the others to know what they were doing which as was said above is nice knowing that the UI is easily understood so that people do not get frustrated over looking from commands/knowning what skills do. Another thing of interest was their lack of exploring as they just followed the path given from the task sheet. Perhaps this means that more purpose needs to be added to the game maps in order to entice people away from the "quest path". The overall score of the SUS after combining the three SUS's together is 67.5 which is a good number to be at as it proves the game is good but need improvements, which in turns makes me what to improve

---

the game to a higher degree, Finally, through all of this analysis and from the testing it is clear that the game is quite appealing and will gain some traction.

## ***2.6 Evaluation***

Over time the game has been evaluated by the use of testers and playtests done. Once a new area/map/chapter is completed it would then be evaluated with playtests to make sure that everything is running as it should be. It has also been evaluated that the game works fine with current low end PC's/Laptop with only slight issues during battle against a lot of enemies. It has also been found that the game takes quite the low amount of data so that you will be able to do other stuff on your Pc etc. without having to worry about a slowdown from having the game running in the back ground. The game is also found to be quite scalable depending on your screen resolution of the device you are using to game Divinity. Lastly another evaluation made from testing is that the mouse click ability vastly improved the game UI.



---

### 3 Conclusions

From the researching and creation of this document you can see that this game has surely evolved over time. From all this work it has been beneficial as it has helped in the discovery/learning of game creation game creation. With the testing it is clear that this game will be attractive towards the target audience, as feedback has been positive across the board. Despite all the positive stuff about the project there is one problem a disadvantage is you may say, and that is the limit of the software as it is not an engine of the likes of the 3D ones. Keeping in mind the positive response it is clear that there will be opportunities with the game may it be in regards to expansion as people love of the story grows so to must the story to keep people interested. The GUI's have provided us with a good visual representation of the final product and show the care from the game itself. Many things have grown from concepts to steps towards the project such as the concept of the music and characters. Finally, it can be concluded that all of the document combined have both laid the ground work and the growth of the project to continue forward.

---

## 4 Further development or research

The project could include more story into the game in the form of free DLC in order to expand on stories that were not talked about much in the game with additional resources such as a development team to work on different stories to expand the games world.

The game could incorporate multiplayer akin to the style of the RPG game Lord of the Rings: The Third Age. With that kind of multiplayer system two players would of control over certain party members during battles such as player one controls the first, third and fifth character of the party, while the second player controls the remaining party members and when a guest character joins the party for a limited amount of time each player would control that character on different turns.

Though this goes against the idea of creating a 2D world to allow players to experience an old styled RPG, the game could become a 3D game so that it would interest people that are more into graphics when getting games. With the game going 3D it could also see light outside of the PC by having ports to the Xbox and PlayStation.

---

## 5 References

1. Square Europe. (2001). *Final Fantasy X* - Squaresoft. Available: <http://www.ffx-europe.com/#>. Last accessed 2nd May 2017
2. Atlus. (2007). *Etrian Odyssey*. Available: <http://www.atlus.com/etrian/>. Last accessed 2nd May 2017.
3. Square Enix. (2011). *Chrono Trigger*. Available: <http://www.square-enix.co.jp/smart/chronotrigger/en/>. Last accessed 2nd May 2017.
4. Yanfly. (2015). *Yanfly Engine Plugins*. Available: <http://yanfly.moe/yep/>. Last accessed 2nd May 2017.
5. Craig. (2016). Boost points plugin. Available: <https://rpgmakermv.co/resources/epic-boost-points-plugin-boost-pro.1205/>. Last accessed 2nd May 2017.

---

## 6 Appendix

### 6.1 Inspiration

Inspiration on what lead to the creation of the RPG game and its feature can be taken from both my research of games as well as playing through such games. These such games and what they have influenced are:

#### Final Fantasy Series

The Final Fantasy series is a series of RPG games with spinoff titles that started in 1987 on December 18<sup>th</sup> when the creators Square released the first Final Fantasy game. From experiences of playing these titles I got to enjoy how each games world was laid out and has inspired the creation of a game world were everywhere on the map has a purpose.

Another big inspiration that was obtained from this game series was its battle system for the majority of its games, as the turn based style of battle is an enjoyable battle system to me. This image below is an example of the battle system that Final Fantasy uses that was inspiration for the battle system of Divinity Awakens.



The final inspiration that was gotten from the Final Fantasy series is its class system that has been around from the start. Each party in Final Fantasy games have classes that work well together in a team and as such inspired the controllable

---

party members in Divinity Awakens to be classes akin to Final Fantasy classes that work well in unison.

### **Chrono Trigger**

Chrono Trigger is a RPG game that was created in 1995 by Square on March 11<sup>th</sup> the special feature of Chrono Trigger was the effect the player had on the story as there were multiple choices and ending the player could choose. This freedom of player choice inspired the story of Divinity Awakens to have many branching paths that changed the game world in varying ways.

### **Etrian Odyssey Series**

The Etrian Odyssey series of games is a dungeon crawling game created by ATLUS with the first game releases on January the 18<sup>th</sup> 2007. This series of games holds many features that inspired the development of Divinity Awakens. These feature are:

When it comes to this game series it does not take bosses lightly as the majority of the bosses in this series all have a special mechanic to them that makes them a more engaging boss battle. The way ATLUS treat the bosses in their games has inspired creation of bosses for Divinity Awakens that have specific mechanics in order to not make the boss fights dull or boring.

Since Etrian Odyssey is a dungeon crawler it has events in its dungeons that could go either good or bad e.g. drink from a lake to find out if it will heal your party or poison your party. These kind of events have inspired how it made the game world more lively with randomly events like the ones from the Etrian Odyssey games.

Another main point from Etrian Odyssey that inspired a certain part of Divinity Awakens is its skills. Since the classes of Etrian odyssey all have well balanced skills it makes each class stand together rather than one or more classes being the overpowered ones. That fact is what inspired the skill creation for Divinity Awakens to be balanced between each class.

---

## **6.2 Story**

### **Chapter 0**

Divinity have just reached the top of the demon Jarestrul's castle located on the lava island. After exchange some words with each other Divinity storm the throne room. After a few moments into the fight the demon Jarestrul changes form to his true demon form and the final battle begins. After the harsh battle between both sides Divinity finally delivers the final blow that wins them the fight. Wounded and on the ground Jarestrul looks up towards Divinity smiling just before releasing a high powered wind spell knocking back all but the leader of Divinity Jake. Jake without thinking charges towards the demon slowly pushing the demon towards the portal that Jarestrul summoned to send more demon to their world. Jake manages to force the demon through the portal and decides to go through the portal but not before turning his head around to see the other members of Divinity enter the room and nodding to them.

### **Chapter 1**

Begins with a Mane finishing up his story about Divinity to the people of the village. Just as people start to leave the captain of the village guard Jack comes up to him to ask him if he would follow him to the training ground to show new guards how to handle themselves in combat. Agreeing to the captains request the man follows him out to the training grounds. During his time there he teaches the new guards along with Jack how to probably fight. As the training comes to a close a guard is seeing running towards Jack in a panicked state. This guard then starts to tell the Mane and Jack about a monster infestation in the mountains close by the village, with that information the captain along with Mane and the villages best archer James start running in the direction of the mountain. They arrive at the mountainous area and see web covering most of the trees and the tents set up by the village guards, as they go further they hear the sound of fighting so they rush towards the origin of the sounds. The team find the commander of the village guard Yorhel and another one of the captains Seris engaged in a fight between spiders. The three men jump into the fight to help those two and over time push the spider

---

back towards the cave they came out of. Once the outside is cleared the commander decides to split the team up with James and Mane going into the cave to deal with the root of the problem while the two captains and the commander stay outside to make sure no spiders escape from the area. After a while in the cave the two decide to split up to clear out more ground faster as Mane reaches the end of his side he is attack by the spider queen and calls for James to help him. After a tough battle the two men defeat the spider queen and regroup with the other three outside. On their way back to the village the commander reminds everyone that they should go to the village elders house as his 90<sup>th</sup> birthday is today and a party is being held.

The five arrive into the house and after a while of chatting everyone goes to the table to sit down for the feast and the elders starts to say a speech. Just hours after the speech a loud explosion is heard and a wall of the house collapses, from the hole in the wall bandits start emerging and the five guards at the party defeat them all. After the house is cleared of bandits the villagers start to run towards the escape tunnel connected to the elder's house. Once the five emerge from the house they each go their separate way except for James who stays with Mane. As the three guards hold back the bandits, the other two go towards the guards armoury to get equipment to help them deal with the bandits. After collecting the equipment, they leave the armoury to see the two captains and the commander in a fight with a masked figure. The masked figure finally breaks the guard of the commander and kills him, making the two captains angry which causes them to be open for the masked figure to strike them. After the final strike towards the last captain the masked figure notices the two men and disappears. The two men rush towards their commanders to check for any signs of them being still alive. As James is seeing if the commander is alive the masked figure grabs him and puts a knife near his back. The masked man then goes on about how he finds the situation funny and that James is the reason why this has happened to the village.

---

## **Chapter 1 Ending A – Save James**

Mane rushes towards the masked man and knocks him away from James. James looks at Mane confused to why he saved him after the truth about what he started was revealed. Smiling, Mane says “Because we are friends”. The two men then engage the masked man in combat and defeat him. Just moments after the fight imperial guards arrive talk to the two men and leave the destroyed village alongside the two men.

## **Chapter 1 Ending B – Do Nothing**

Mane just watches the masked man stabs and kills James. The masked man laughs at his choices and says “That’s right always get rid of the people that betray you”. The masked man then leaps towards Mane and the two engage in combat. Mane overpowers the masked man, defeating him. Just moments after the fight imperial guards arrive, talk to Mane and leave the destroyed village alongside him.

## **Chapter 2**

### **Saving James Alternate Start**

It has been a short while since Mane and James got to Vireli, upon arrival they were given a place to stay and a spot in the Vireli army. James has something to say to Mane and it is that he is leaving to right his wrongs by finding the survivors of their village and helping them. James then leaves the room.

### **Main Part**

Six months after the incident at his home village Mane has become a fully fledge soldier for the Vireli army. The day starts with Mane and the other soldiers being called by the garrison commander to go to the courtyard. Once everyone is there the commander tells everyone to welcome back one of the armies’ best rogue, Sted. The commander wanting to show the recruits the strength of Sted decides to put Sted against Mane in a training match. During the fight Mane notices something strange as Sted’s fighting style feels similar to the assassin he fought months ago.



---

## **Story Ending 1 – Revenge**

If Mane decides to go with his feeling he declares Sted as the assassin that attacked his village and goes on a rampage of blows on Sted until the commander stops the fight. While the commander is calming Mane down Sted runs away which causes Mane to start to chase him only for the commander to block his way. Mane forces one of the commander's swords off of him and fights the commander, once the commander is dealt with Mane rushes to the field and spots Sted in the far distance. Mane manages to catch up to Sted and corner him, while cornered Sted admits to being the assassin and that Mane should forgive him. Mane responds with "It is too late for me to go back anyway I am going to be a wanted man soon, so let's end this honourably". The two engage in a battle with Mane being the victor notices guards coming his way and decides to journey the mountain range in order to hide. Two years later Mane is still a wanted man and has never been caught once by guards patrolling the mountain that he has made home. As Mane is looking to the sunset he hears a voice and prepares to strike, once the person gets in view Mane strikes but the strike is blocked by the man's shield. The old man tells mane that he is a friendly and the two of them start talking about their life. It becomes night time and once Mane is asleep the old man takes the opportunity to end Manes life while saying "Don't worry I am not doing it for the money I am just setting you free... save a seat for be up there I do not have long before I die myself".

## **Main Part Continued**

The duel ends and if Mane wins Sted is impressed with your skill while also calling Mane quite lucky. If Sted wins he boasts about how great, he is as a soldier of the army. Once the duel ends the commander tells everyone to disperse to their training stations. After a while of training the commander calls both Mane and Sted to tell them that they are to work together to find out what is trouble the seaside town of Fisan. Sted is first opposed to the idea saying that Mane will slow him down, in which the commander respond "wait and see, you might even slow Mane down". Upon arriving at Fisan the two learn about a thief that has been stealing the man resource of the town, fish and was last seen in the nearby mountains. The

---

duo arrives at the mountain after quite the climb reach the top where they find the fish thief, the thief reveals that he is doing it so he can sell the fish to feed his family. Mane then is presented with two options one is to let him go if he gives them half of what he stole or to just kill him and get all the fish back. Regardless of the choice Sted makes a comment to Mane, saying “heh you are not bad, I can see a friendship growing from this”. The two then return to the village with the bags of fish and get rewarded differently based on if they only have half of the stolen fish or all of it. The duo then return back to the barracks happy of a job well down and of new friendships.

### **Chapter 3**

A week later both Mane and Sted are called to their commander to discuss an important mission. This mission is to investigate the missing soldiers last reported in Elfverse. The two collect their south gate permits and begin heading south towards the Twinea mountain. After a journey through the mountain the two make it to Elfverse and set their sights onto Haven Homle. Upon entering into the forest around the Haven the two are greeted with the sight of an elven archer killing Vireli knights. The two get caught by the elven man and the elf asks them “if they are Vireli knights”. Mane can respond with two options one that avoids fighting and one that makes a fight happen.

#### **Option 1 – Say you are not a Vireli knight**

Mane says “that they are not Vireli knights”. The elf man lowers his guard and says “My name is Amoser, could you two help us elf’s in dealing with this invasion”. Upon hearing the word invasion, the two look confused and ask what he means by invasion. Amoser tells the two that Vireli knights have been plundering their lands for over a month now. Sted tells mane that they should just leave as they found what happened to the missing soldiers and should not get involved. Mane sadly agrees to Sted and as the apologize from not been able to help, Amoser speaks to Mane “Wait are you Mane, the son of Jake. Cause years ago I was told to guide you if you ever came here”. This made Mane curious and asked Amoser questions about what is meant. Amoser replies to Manes questions with “I am to show you

---

the way to what you are looking for". Upon hearing that Mane decides to help the elf's telling Sted not to worry as they just need to make sure that no one from the Vireli guard sees them. The trio man then starts walking towards the village where they meet an elven priestess and learn about a trial she has to do.

### **Option 2 – Take revenge of fallen soldiers**

Mane and Sted signal each other and engage in combat with the elf man before the finishing blow they are stopped by the screams of an elf priestess. Who proceeds to heal the elf, while she is healing the elf she asks questions on why Vireli is attacking the peaceful elves and with each passing question Mane and Sted do not know what to say as they have no idea with what she is talking about. Upon asking the two find out that Vireli has started a low key war with the elves. After much talking the two guys decide to help the elf priestess in doing a trial that she was to do. After gaining enough strength the elf man gets up and disappears into the forest, once the man disappears the elf women, Mane and Sted head towards the village.

### **Chapter 3 Continued**

Once the group reaches the middle of the village the priestess shares her name to Mane and Sted, "Ireth". The group then proceed the trial grounds and once the trial is complete Ireth receives the first part of the blessing of the Magus and decides to go with Mane and Sted to act as ambassador in order to both find out the reason for Vireli's attack and a way to stop it peacefully. The trio take a boat ride in order to get back to Vireli in quicker time.

### **Chapter 4**

The tree friends make it back to the Vireli barracks so that Mane and Sted can discuss their findings, the commander is shocked when he was told about the invasion around Haven Homle but believed every word as he believes his best soldiers would never lie. The commander tells the trio that the king is looking to discuss a very important mission between Mane and his team. So the trio arrive at the castle to meet with the king. The king wonders why there is an elf with them

---

and after the events are explained to him he is surprised and assures Ireth that he will find out why Vireli soldiers are attacking their home. The king then talks to Mane about rebirthing the Divinity title since the previous holders of the title have disappeared and in order to do that Mane needs to travel to the Divinity shrine. Mane agrees to this and upon leaving the city of Vireli mane and his two friends are informed that Fisan have another gift for the people that helped receive the stolen fish back. Upon entering the village, they are meet with the villages people as they show them the boat that was made for them to use. Using the boat, the group sail towards Elfeverse to find the shrine that hold the symbol of Divinity, the Murafa. Upon entering the forest area surrounding the shrine the trio are greeted by a mysterious man that tells them that they need to complete a bunch of trials to gain access to the shrine. Once that is done the trio enter the shrine and are met with a man cladded in armour telling them to leave the shrine. The trio engage in a battle against this mysterious knight.

### **Story Ending 2 - Demonic Betrayal**

If Mane, Sted and Ireth defeat the knight Mane goes up to grab the sword, as the trio are waking out of the shrine Mane kills both Sted and Ireth. Once they are dead the demon Jarestrul appears and congratulated Mane for embracing the demon of the fake Murafa so easily, he then tells the corrupted Mane that there is one more thing to do before they can rule the world. Jarestrul opens up a portal and once they enter it Jake is seeing killing demons. Jarestrul taunts Jake on how easy his sun feels to the side of demon and tell Mane to kill Jake so that the world can be his. Once the battle is over and none of Jakes words reached Mane, both Mane and Jarestrul leave to usher in a world of darkness now that the main obstacle is gone.

### **Chapter 4 Ending**

The trio get knocked out and awake to a broken sword with no choice but to report this back to the king.

---

## **Chapter 5**

The trio enter into the castle to learn the king is ill so they are directed to the religious head of the countries quarters. The religious head instantly brands the three as traitor without much a reason. A trap is sprung forcing the trio into a corner unless a mysterious old knight come charging it and helps the trio escape the room. They reach a stairway only to get blocked by royal knights, a flash happens and all the knights are dead with a long man stand around them, who then tell Mane and co. to keep running.

### **Alternate path – James alive**

While running down the stairs they notice more guards in wait and as they approach them to fight, arrows fly into the knights and James comes to help Mane escape. Mane flees the building and along with the other disappear into the crowd of the streets of the city.

### **Alternate path – James dead**

While running down the stairs they notice more guards in wait and as they approach them to fight a large man steps out of the crowd and engages in combat against Mane and the others. After that challenge battle against elite guards Mane flees the building and along with the other disappear into the crowd of the streets of the city.

## **Chapter 5 Ending**

The four escape to the Divinity tower to the west of Vireli, once inside the old man reveals himself as Draco, one of the old Divinity members and asks the three people if they would join Divinity to help spread justice and to look for the few missing Divinity members. They all agree and Draco tells them of the state of the world as demons are hiding as country leaders and highly know figures. Everyone then gets some rest.

---

## **Chapter 6**

On the next day Draco tells the new members of Divinity (Mane, Sted, Ireth) about the plan to overthrow the demon influence within Vireli. This involves getting the support of the three counties Elteri, Irlin and Quellin. Draco sets the plan on going to Elteri first as he is a knight from there so it would be the easiest place, Draco tell the Divinity members to follow him to his ship so that they can get to that island of Elteri. Upon arriving at the capital of Elteri and speaking with the leader, it is revealed that Elteri cannot help at the moment as there is a civil war happening within the country. Mane agrees to help and Divinity is set up with the location of the rebel base as well as been accompanied by the counties strongest magic spear user, Emely. Together they rid the rebel base of rebels and end the civil war, this result makes Elteri agrees to be part of the future invasion of Vireli. Cause of the witnessed strength of the Divinity team Emely decided to join them as she believe she would only grow stronger join them on adventures.

## **Chapter 7**

Divinity then put their eyes towards Quellin as the next place to ask for support. When they arrived at the capital of Quellin they found it under attack by dragons and with the help of the Quellin mage knights pushed the dragon away from the city. While helping citizens there was one citizen that wanted to thank them as this person is Juliette the leader of the house of Argon. Mane discussed the reason why they came to the town and together made a plan that would benefit both parties. The plan was for Juliette to join them in killing the dragon so the fact that Juliette help kill a dragon will make sure that the house of Argon retakes control of the city once more and in return she would join the fight against Vireli. Once the dragon is cleared and the house of Argon retake control Juliette decides to join you as she is curious on how Irlin looks since it's the world most advanced city. So the crew move onto Irlin

## **Chapter 8**

Upon approaching the waters around Irlin the Divinity get halted by Irlin's sea guard, they are aloud passage once Draco shows them his passage card. Upon

---

entering the city of Duber the Divinity members head towards the president of Irlin's house who agrees to helping them and supplying them with supplies for the invasion as long as they do one favour. The favour is to help the restoration team restore a university that got destroyed around 12 years ago. When they reach the ruins they meet the leader of the restoration team, Sane, who has devolved a tool that allows a certain radius around it to go back in time. Sane wants to use this tool to fix the problem that caused the university to be destroyed back in the past. While traversing the university as it was 12 years ago the team begin to discover what caused the university to be destroyed. Once they enter the basement they are confronted by a large creature. Just before they engage in battle with the metal eating monster a man walks from the shadow saying that they should capture it as it is given off high amounts of energy and would benefit Irlin as an energy source. Mane then choose between killing the beast or capturing it.

### **Chapter 8 Ending A**

Mane chooses the kill it the unknown man walks away telling them the Divinity members, you will regret this. Once the beast is slain Divinity along with Sane leave the area to turn off the tool to see if that has fixed the problem. Once the machine is turned off the university is seen fully functional and everyone cheers over there success. Divinity then head back to the president who starts to militarize their army and gives Divinity one of their helicopter. The group then start flying towards Tasernal to complete the last bit of the invasion preparation.

### **Chapter 8 Ending B**

Mane chooses to capture the creature which makes Sane mad and Sane starts running to towards his tool in order to stop you from changing the past. Sane gets shot and killed by the mysterious man who tells them his name, Malum. They manage to capture the beast just before sane's machine breaks which puts them in a destroyed underground section of the university as they get to the surface they realise that the university is still destroyed and that there is a message by the machine from Malum. Malum's message talks about how sorry he is for destroying Irlin by bring the creature into the energy centre of Irlin and that the only thing he

---

can offer you is a single helicopter instead of an invasion force to help Divinity in Vireli.

## **Chapter 9**

Divinity arrive at Tasernal and head towards the castle to speak to the king, upon arrival at the king's throne Draco tells the king that the plan is ready and to meet in the castle ruins in the dead man zone of Nabarla. Once Divinity arrives there with the king of Tasernal the invasion plan starts. The plan is created and each army marches to Vireli from there side of the Empran wall. The armies push forward dealing with the demon infused people of Vireli. The armies meet outside the gate and start to hold the line there so that they can invade the castle and stop more demons from entering the castle. Divinity enter the castle fighting through to the top of the castle to find Jarestrul creating a portal, after the fight Jarestrul retreats into the portal. Mane tells Juliette to stay be hide to keep the portal open and the other rush through.

## **True Ending**

Upon passing through the portal Mane and they others are meet with fields of demons and after cutting through them, Mane finds his dad Jake fighting against the demon god Jarestrul. Mane and the other join the fight and once they are defeated the lesser demons surrounding them run away. Mane's party along with his father rush towards the exit. Once that is done a huge party is held in Tasernal to celebrate the combined victory between each country that participated. Divinity spend their final moments at the party together before one by one they say farewell to each other. Jake notices Mane crying as he friends leave to do and go up to him and says "cherish the moments you had with those people, and never feel sad about being apart as with the peace you brought on the land you can always visit them over the years to come, now come son your mother is waiting back in our home".



---

### **Chapter 8's Ending B Influence of Chapter 9**

Without the support of the Irlin army all the armies get defeated at the gate and castle invasion force gets wiped out covering Divinity from the increased number of demons. Juliette dies as there was no guards protecting her as she keeps the portal open. Malum appears as a zombie when going past the graveyard of castle grounds.

---

## **6.3 Project Proposal**

### **6.3.1 Objectives**

The objective of this project proposal is to talk about my project idea which is a turn-based RPG game that will be aimed to be a PC game. I plan to create a RPG game that has a very unique story line to it as well as some features in order to make it an even more unique game for the players. With this game idea of mine my main objective is to make sure that the RPG game Divinity Awakens is an enjoyable experience as the story keeps the player interested and wanting to keep playing in order to learn more about the story and its characters. An RPG (Role-Playing Game) is a type of game genre that focuses on progression and story. The main goal of a RPG game is to allow players to travel around the games world and to fight enemies in order to progress throughout the game while the characters that are with you level up and become stronger

This game will allow the players to control many different kinds of characters as they journey throughout the game. They will get to experience a combat system similar to the combat system of old RPG games i.e. a turn based combat system where characters take turns depending on how fast they are according to their in game speed stat. The game will promote the player to explore the world as there will be worthwhile secrets hidden in the games world. A functionality that this game will have that is common in most type of games is that Divinity Awakens will feature a quest system that will be used for the games many side quests. I will be creating this game in 2D in order to fully get the players to fully have a sense of nostalgia as I want the players to experience a game made in a similar way to that of the older RPG games.

The market that I will be targeting will be gamers. More importantly I will be targeting RPG games lovers that would like to play a RPG game that is designed like RPG games from around twenty years ago. My objective for this is to make sure that the game is both suitable and enjoyable for those in any age groups as I want my game to rekindle peoples love for the old RPG game style formula.

---

Finally, another objective of this project is to get an understanding on the process on how to create an RPG game. Due to the fact that I would like to pursue a career in game creation this RPG game will help me in the long run. I feel that creating a game is also going to be a nice difficultly rewarding challenge to undertake.

### **6.3.2 Background**

The main reason why I choose to do this project was due to my love for RPG games. The RPG genre has been one of the main types of games ever since the first one that was created in 1972. Most of my time has been spent playing these types of games so I had the idea that I would create a game of this genre in order to contribute to my favourite type of games. I enjoy the old 2D RPG games so when I came about the series of software titled RPG Maker it made me want to create a RPG game even more. Another factor that makes me want to create a game so much is that I have an interest in story creation so the idea of creating a game what focused on story was a big boon for this idea. Like I said above I have been playing these types of games for a good while and playing the likes of Final Fantasy, Dragon Quest, Baldur's Gate and Dragon Age are the main reason for my love of the genre and thanks to these games I feel that I understand RPG games to a point where I could create a very likable game.

For the project the game engine that I will be using in order to create the game is the software RPG Maker MV. RPG Maker MV offers its users a large amount of features for them in order to create the RPG game that they want. RPG Maker MV makes it easy with its many tooltips and shortcuts to do certain commands such as if you would want the screen to go black during a certain part of you game you just have to press a button and set how long you would want the black screen to be up. It also makes implementation of scripts easy and can be easily accessed and edited with only needing to do little work. The software also has the option to where you can create your characters that you want players to control in your game with a bunch of pre-set options for hair, eyes, mouth etc. The software simplifies the majority of standard features of an RPG game while allowing for high complex

---

scripts and coding to enhance the game. Which will speed up the development of the project nicely to that it does not take a long time to create.

### **6.3.3 Technical Approach**

For this project idea of mine I carried out a vast amount of research, since as it is a game there is a lot of different factors to be consider to make the game worthwhile for people. The main point of research I did first was to research all the different type of game creation engines in order to find which one was more suitable for the game I am creating. After looking at the likes of game maker studio and Unity I found the most suitable one which is a strictly RPG game creator called RPG Maker MV. While reviewing RPG Maker VX I discovered that it has a huge amount of tutorials and the likes, which will make it so that I will not be in a position, were I would be stuck on a certain aspect of my game that slows the progress of the game creation down. Another area that I researched is games of similar to the game I am planning to make, games such as Final Fantasy, Dragon Quest and Phantasy Star. The way I researched them was by playing these games in order to get an understanding on what makes a RPG. Doing this made me learn about how important the games world as to be in order to keep the player interested in the game. A final point of research that I did was research on user reviews in order to find what people commonly seem to dislike about RPG games. Users commonly seem to dislike it when the difficulty scale of a RPG game just dramatically increases and or side quests that give the player a reward that is not good enough to what they did to complete a quest.

The kinds of requirements that I will be approaching for my game is going to have are:

- The ability to control a team of heroes in the game
- Dialogue choices that will change events
- A quest system

- 
- The ability to battle
  - A class system
  - Levelling system
  - Mapping

The way I plan on implementing this game is through the use of the software that will be talked about more below which is RPG Maker MV a software that is going to help me implement this game of mine. I will also be implementing this project with the use of JavaScript in order to create scripts for special features in the game.

#### **6.3.4 Special resources required**

The resources that are going to be needed in order to create this RPG game that I am planning on making are:

RPG Maker MV – RPG Maker MV is a game creation tool that is similar to Game Maker but with a bigger focus to the RPG side of games. I will be creating my RPG game Divinity Awakens using RPG Maker MV in order to create a high quality game.

Yanfly Engine – Yanfly Engine is a large plugin for RPG Maker MV that enhances the game and fixes most of the bugs in RPG Maker MV. Using this plugin, I will enhance the game by editing the game engine.

Gimp 2 – Gimp 2 is an image editing software that I will be using it in order to change and create textures for the game.

---

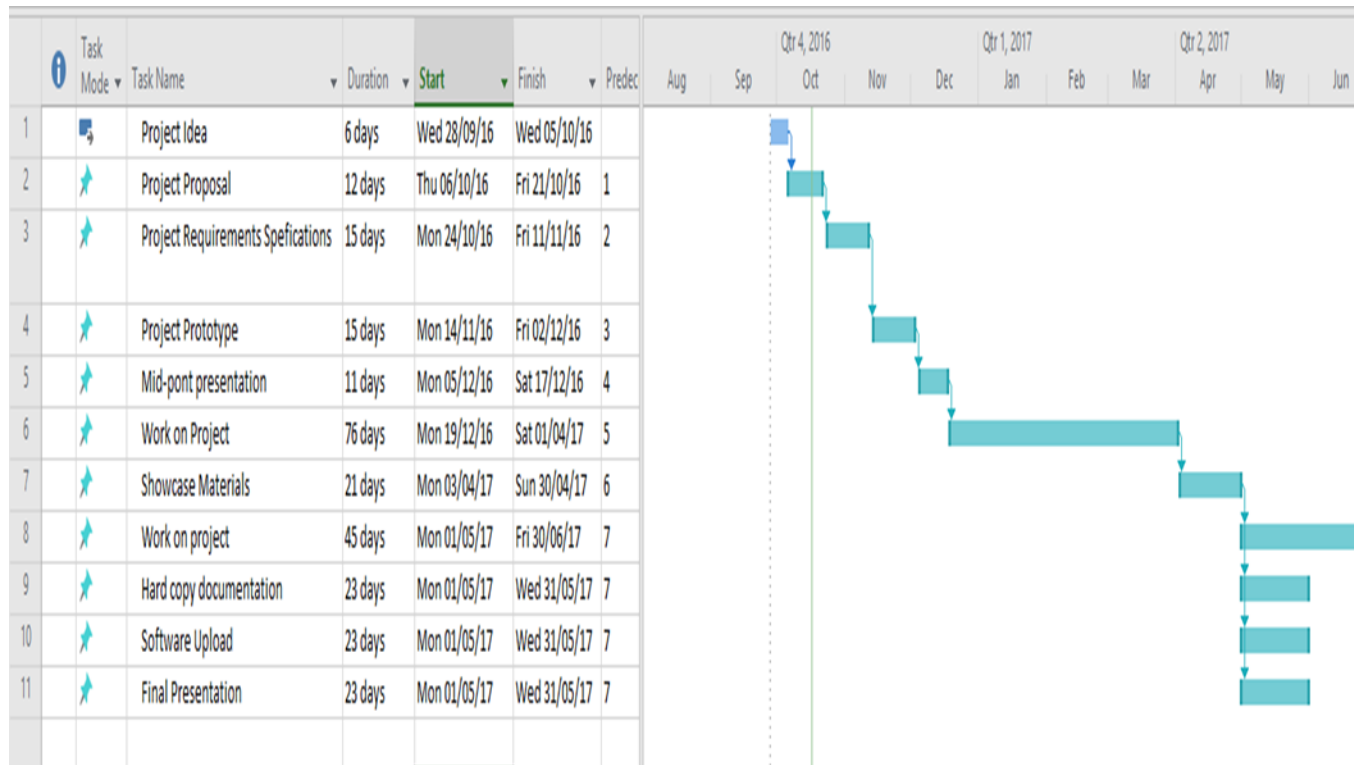
### **6.3.5 Technical Details**

For this project JavaScript is going to be the main language that will help with the implementation of the project. Since RPG Maker MV uses JavaScript for its scripts. Using JavaScript, I will be editing the game files in order to tweak the game to the way I want. Yanfly Engine is going to be another tool that will help in the implementation of this project as I will be using it to add features I would consider needed for the game I will be creating.

### **6.3.6 Evaluation**

The way I will evaluate my game is by constantly testing it to make sure there are no problems. I would make sure that quests do not glitch out and to make sure that they can be completed. I will evaluate all the maps in order to fix it if any graphical bugs or if there are textures missing. Another evaluation I will be doing to the game is to make sure the game is stable and not prone to crashes at certain points. Later on in the development I will evaluate the game by allowing someone to play test the game in order to find out bugs I might miss, inconsistencies, duplicates and if any areas are too big of a jump in difficulty from the last area.

### 6.3.7 Project Plan



## 6.4 Project Requirement Specification

### 6.4.1 Introduction

#### 6.4.1.1 Purpose

The purpose of this document is to set out the requirements for the development of the RPG game “Divinity Awakens” which will be made with RPG Maker MV. Since the game is a RPG game player will be given control of a character in the game that they can also name. The players will have the ability to explore the world that the game offers, fight enemies to level up their character’s team. Throughout the entire game players will have the ability to interact with their surroundings in order to solve puzzles or to just inspect places. The players will also be able to talk to the non-playable characters in order to gain quests or to learn more about the world I which they are playing in. When the player starts the game they will be put into a town where they need to follow the path in order to progress out of the introduction area. As an RPG game it will feature an inventory system so that items can be held in bulk. Another feature is a day and night cycle were the world will change at specific time such as at night when the non-playable characters go into their houses and lights are turned on in the town.

---

The intended customers of this game are people that like the RPG genre but in particular those who love the old style of RPG games. The game will appeal to the people that are fans of the old Final Fantasy, Phantasy Star, dragon quest and Undertale. The games settings will be that of a medieval fantasy so the game will appeal to fans of that setting. The platform the game will be on is the PC so it will be available to a wide audience of gamers.

#### **6.4.1.2 Project Scope**

The scope of the project is to develop a game using RPG Maker MV, made with the use of JavaScript and the plugin Yanfly Engine.

Shane Malone was involved in research and discussions with several RPG fans and a member of staff from NCI. To elicit the following requirements:

- Start new game requirement
- Create character name requirement
- Move character requirement
- Battle requirement
- Save game requirement
- Load game requirement
- Interact requirement
- Level up requirement
- Quit requirement

Schedules: The game will be made within a period of 8 months which will be broken down into several steps such as the initial month will be spent planning then the implementation of the project will start up until near the end were testing will be done followed by the release of the game at the end.

Costs: In order to get the RPG Maker MV software, it will have to be bought as well as potential assets that are deemed worthy to fit in the game.

#### **6.4.1.3 Definitions, Acronyms, and Abbreviations**

RPG – Role Playing Game, a Role Playing Game is a type of genre of game where players take on the role of a character or characters within the game.

NPC – Non-Playable Character is a character within the game world that the player has no control over.

RPG Maker MV – RPG Maker MV is software that is designed for people to create RPG games with,

Yanfly Engine – Yanfly Engine is a huge plugin for RPG Maker VX that fixes many bugs in the game and well as allows you to tweak certain components of the RPG maker MV engine.

Quest – A quest is an objective the player is given in a game that either has to be done to progress or can be ignored.



---

## 6.4.2 User Requirements Definition

The objectives of the game from the customer's perspective is the ability to explore an open world, to complete quests, to collect items, fight enemies to level up, to be widely engaged by the narrative of the story and the ability to save the game. From a survey I did I found out that the main thing people want in a RPG game is for a good story and a rich environment. Through the survey one person said that "One thing that I love about RPG games is the characters as it is nice seeing them evolve as a person throughout the story. Plus, if you can name the main character it makes it so much better since you can give the character your name and feel involved in the game in some way". Character interaction is an important feature for RPG games as it keeps the game interesting and will be a focus point for the game.

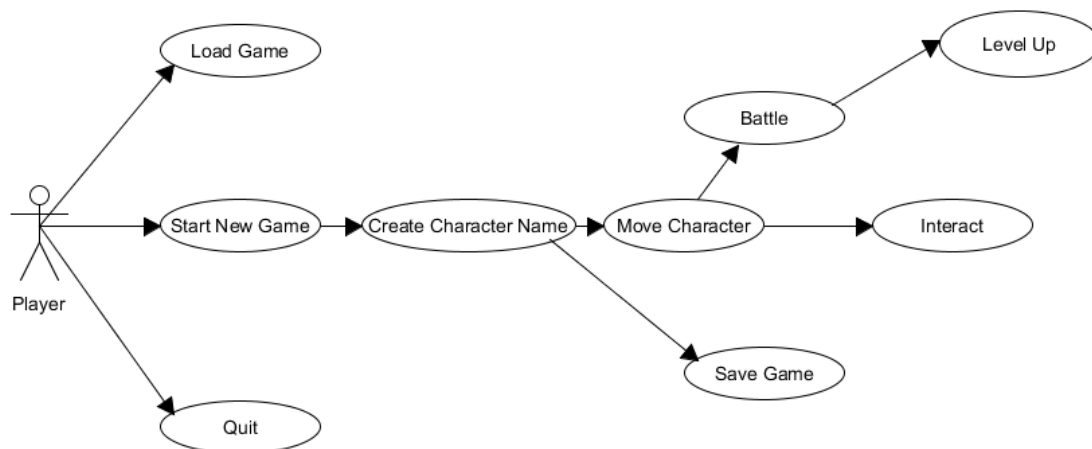
## 6.4.3 Requirements Specification

### 6.4.3.1 Functional requirements

This is a list of the functional requirements of the game in order of importance:

1. Start new game
2. Create character name
3. Move character
4. Battle
5. Save game
6. Load game
7. Interact
8. Level up
9. Quit

### 6.4.3.2 Use Case Diagram



---

## 6.4.4 Requirement 1: Start New Game

### 6.4.4.1 Description & Priority

The player starts a new game. This requirement is very important as it is essential for the system to start the game.

### 6.4.4.2 Use Case

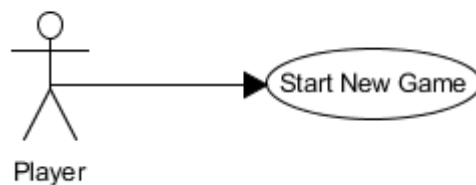
#### Scope

The scope of this use case is to allow players to start a new game.

#### Description

This use case describes the process of a player starting a new game.

#### Use Case Diagram



#### Flow Description

##### Precondition

The system is in initialisation mode.

##### Activation

This use case starts when the player starts a new game.

##### Main flow

17. The player starts a new game

18. The system starts the game

##### Alternate flow

A1:

4. The player exits the game

5. The system crashes

6. The player does not start a new game

---

**Termination**

The system presents the next screen to the user.

**Post condition**

The system goes into a wait state.

## 6.4.5 Requirement 2: Create Character Name

### 6.4.5.1 Description & Priority

The player creates a name for their character. This requirement is essential to the customisation the player's character.

### 6.4.5.2 Use Case

**Scope**

The scope of this use case is to allow for a unique name to be put on the character.

**Description**

This use case describes the ability to create a name for your character.

**Use Case Diagram****Flow Description****Precondition**

The system is dependent on a new game starting.

**Activation**

This use case starts when a player starts a new game.

---

**Main flow**

19. The player creates a name

**Alternate flow**

B1:

1 The player selects the default name

**Termination**

The system presents the next screen.

**Post condition**

The system puts the player into the play area then goes into a wait state.

### 6.4.6 Requirement 3: Move Character

#### 6.4.6.1 Description & Priority

The player can move their character. This is essential to progress with the game.

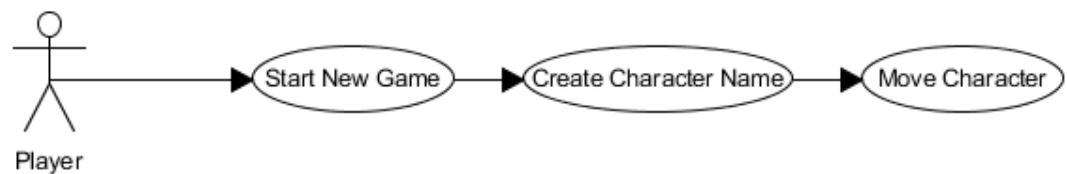
#### 6.4.6.2 Use Case

**Scope**

The scope of this use case is to allow the player to move their character.

**Description**

This use case describes the ability to move in the game.

**Use Case Diagram****Flow Description****Precondition**

The game has started.

---

**Activation**

This use case starts when a player moves their character.

**Main flow**

20. The player pressed an arrow button
21. The character moves

**Alternate flow**

C1:

4. The character does not move
5. The players reach a boundary and can't move their character in a certain direction
6. The character does not move a certain direction

**Termination**

The character stops moving.

**Post condition**

The system goes into a wait state.

## **6.4.7 Requirement 4: Battle**

### **6.4.7.1 Description & Priority**

Player can get into battles. This requirement is important as it is need on order level up.

### **6.4.7.2 Use Case**

**Scope**

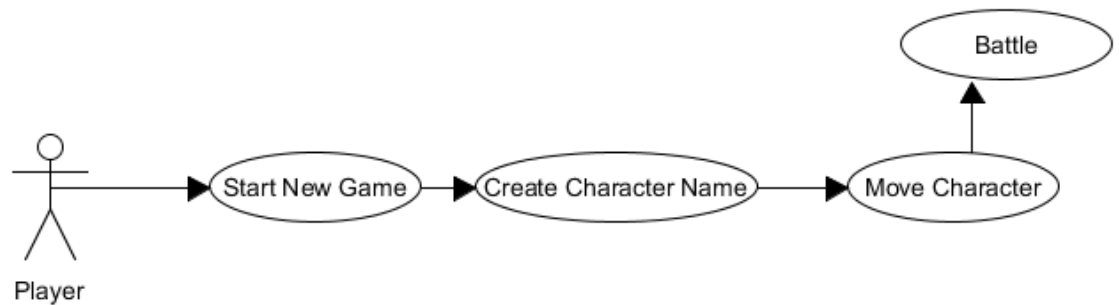
The scope of this use case is to allow the player battle against enemies.

**Description**

This use case describes the fact that players can battle enemies while move across the game.

---

## Use Case Diagram



### Flow Description

#### Precondition

The player has moved.

#### Activation

This use case starts when a player moves a certain number of steps or enters into a scene that ends in battle.

#### Main flow

- 22. The player moves their character
- 23. The system starts up a battle

#### Alternate flow

D1:

- 24. Nothing happens when the player moves their character
- 25. Player goes into a scene that forces a battle

#### Termination

The system goes back to the game.

#### Post condition

The system goes into a wait state.

## 6.4.8 Requirement 5: Save Game

### 6.4.8.1 Description & Priority

The player can save the game. This requirement is essential for the game.

---

#### 6.4.8.2 Use Case

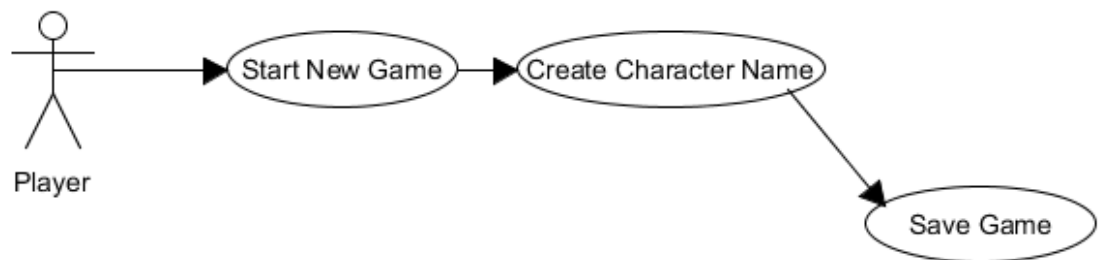
##### Scope

The scope of this use case is to allow players to save their progress.

##### Description

This use case describes the ability to save the current state of the game.

##### Use Case Diagram



##### Flow Description

##### Precondition

The system has started a game.

##### Activation

This use case starts when a player selects the save option.

##### Main flow

26. The player saves the game

##### Alternate flow

E1:

1. The system does not save the game

##### Termination

The system leaves the save menu

##### Post condition

The system goes into a wait state

---

## 6.4.9 Requirement 6: Load Game

### 6.4.9.1 Description & Priority

Players can load their saves. This requirement is important for the continuation of the game.

### 6.4.9.2 Use Case

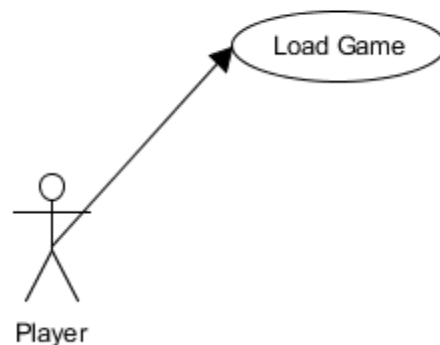
#### Scope

The scope of this use case is to allow loading of save.

#### Description

This use case describes the ability players have with loading their saved game.

#### Use Case Diagram



#### Flow Description

##### Precondition

The system is in initialisation mode.

##### Activation

This use case starts when a player selects the load option.

##### Main flow

- 27. The player selects the load option
- 28. The player selects a save file
- 29. The system loads the save



---

**Alternate flow**

F1:

1. The system fails to load the save

**Termination**

The system presents the game at the state the save is.

**Post condition**

The system goes into a wait state.

**6.4.10 Requirement 7: Interact****6.4.10.1 Description & Priority**

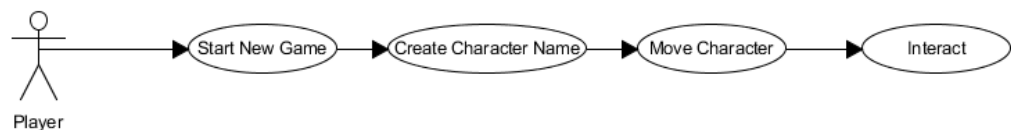
Player can interact with the environment and non-playable characters. Players can converse with the non-playable characters and accept quests. This requirement is important to the progression of the game.

**6.4.10.2 Use Case****Scope**

The scope of this use case is to allow the player to interact with the game world.

**Description**

This use case describes the ability player have with interacting with objects and NPCs in the world.

**Use Case Diagram****Flow Description****Precondition**

The game has started.

---

**Activation**

This use case starts when a player presses the interaction button when beside an object or NPC.

**Main flow**

- 30. The player pressed a button
- 31. The system responds with a narrative

**Alternate flow**

G1:

- 32. Nothing happens

**Termination**

The system goes back to the game.

**Post condition**

The system goes into a wait state.

## **6.4.11 Requirement 8: Level Up**

### **6.4.11.1 Description & Priority**

The player's character gains a level. This requirement is important to the progression of the game.

### **6.4.11.2 Use Case**

**Scope**

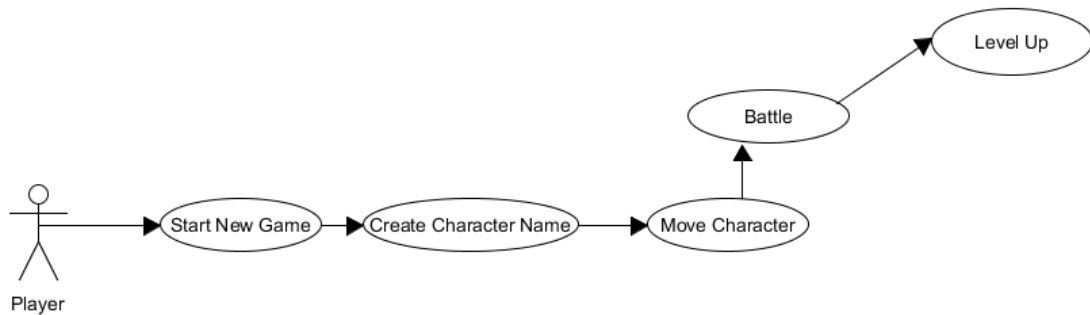
The scope of this use case is to allow the player to level up their character.

**Description**

This use case describes the levelling up of a player's character.

---

## Use Case Diagram



### Flow Description

#### Precondition

The game has started.

#### Activation

This use case starts when the player gains enough experience points through quests and battles.

#### Main flow

- 33. The player gains enough experience points
- 34. The system levels the player's character up

#### Alternate flow

H1:

- 1. The system does not level the player's character up

#### Termination

The system presents the next screen.

#### Post condition

The system goes into a wait state.

### 6.4.12 Requirement 9: Quit

#### 6.4.12.1 Description & Priority

The player quits the game. This requirement is important as it allows for the player to exit the game.

---

#### 6.4.12.2 Use Case

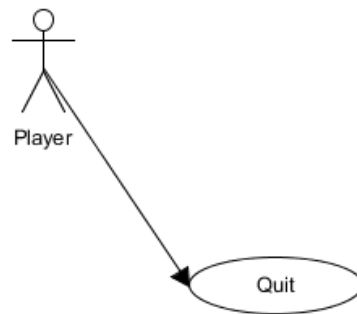
##### Scope

The scope of this use case is to give players the ability to quit the game.

##### Description

This use case describes the progress a player takes it quitting the game.

##### Use Case Diagram



##### Flow Description

##### Precondition

The system is in the title screen.

##### Activation

This use case starts when a player selects the quit button.

##### Main flow

- 35. The player presses the quit option
- 36. The system closes the game

##### Alternate flow

- I1:
- 2. The system does not close the game

##### Termination

The system closes the game.

##### Post condition

The system closes.

---

### **6.4.13 Non-Functional Requirements**

#### **6.4.13.1 Performance/Response time requirement**

The games performance should run greatly with no major problem. The response time of the game should be immediate to when the player does an action.

#### **6.4.13.2 Availability requirement**

The game will be accessible to all its users at all the time.

#### **6.4.13.3 Reliability requirement**

The game will be available at all times once it is downloaded and installed.

#### **6.4.13.4 Maintainability requirement**

The game will still be supported for a certain period of time after its launch so that if major bugs are found after release they will be fixed.

#### **6.4.13.5 Portability requirement**

The user will be able to take the game with them and play on any PC or laptop through the use of cloud storage or a portable hard drive.

#### **6.4.13.6 Reusability requirement**

The game will have choices that will change up the story and the events. So that the player will have to restart to see what happens when selecting the other option.

#### **6.4.13.7 Resource utilization requirement**

The game will utilize all available resources in order for it to be at a certain high standard of stability.

### **6.4.14 Interface requirements**

#### **6.4.14.1 GUI**

---

## Title Screen



This screen shows how the title should look like in its final form. From the title screen players will be able to start a new game, load a save file with the continue option and be able to tweak certain parts in the options menu such as sound.

## Game world



This screen showcase how the world will look and the view the players will have of the game while playing it.



## Menu



With this screen you can see how the menu could look like in its final form. The player will be able to review the current state of their party using this menu. They will also have access to their inventory, skills, equipment and formation. Using this menu, players will be able to change what will be available in the options menu, the ability to save their game state and to end the game. The menu will also display the amount of the player has in the bottom left as well as the current in game time and date.

## Battle screen

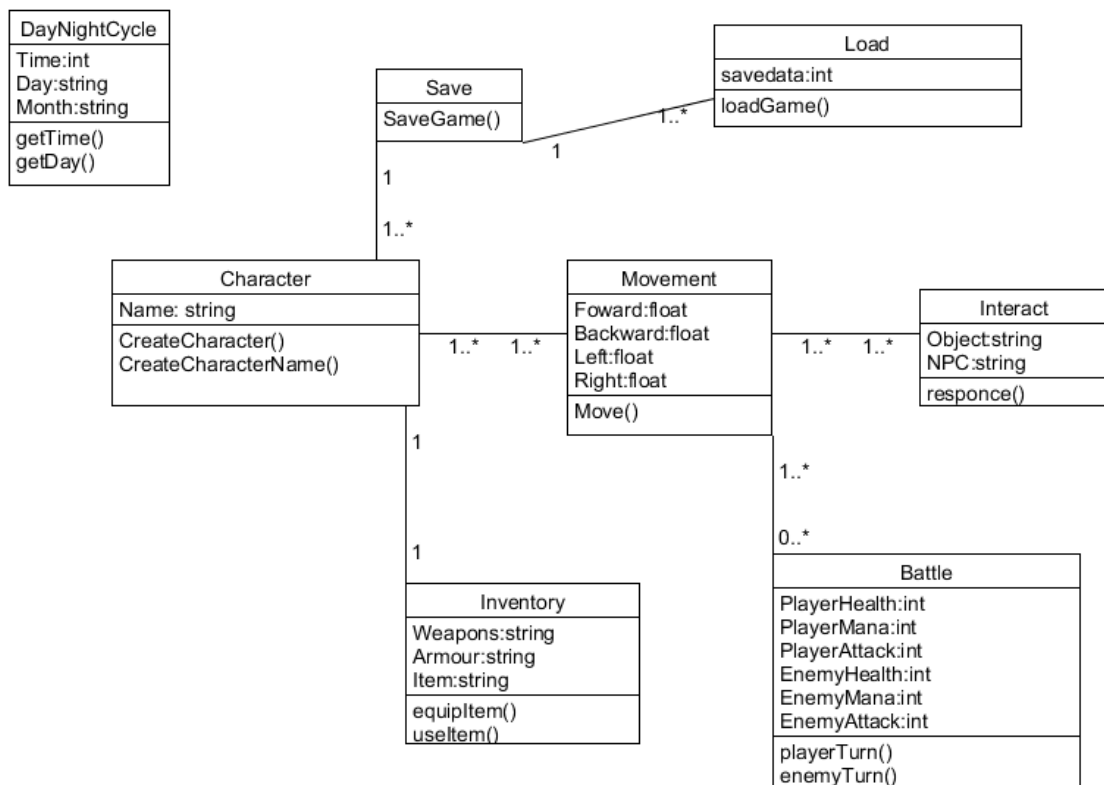


This screen represents how the battle system will look like in the game. The player will have the option to use a normal attack, magic, guard or use an item. The battle system will be a turn based battle system,

#### 6.4.15 Application Programming Interfaces (API)

The game will be make with the use of the software RPG maker MV.

#### 6.4.16 System Architecture



I have chosen this architecture as it is suited for the game I am creating. The character class is the first class that will be interacted from the startup of a new game which will prompt the player to enter a name. Once that is done the next class will be called to action which is the movement class, the player will be able to move their character in any of the four directions. Then after move for a certain time the battle class may get called to start a battle, were the player has to fight enemies. If the player moves to a certain spot or presses a button the interact class may occur were a response depending on what the player is doing would respond. When the player opens up the menu and select inventory the inventory class will activate allowing player to equip and use items. Also in the menu the user can select the save option which calls the save class in order to save the game. The users can also load their game save from the main menu by selecting the load



---

option which calls the load class to get all saves and then the user just selects one to continue the game. Finally, a day and night cycle will be present in the game and will be put separately from the other classes while running with them.

#### **6.4.17 System Evolution**

The game story may be expanded which will add more content for the players to explore and play. These extra story parts can be used to fill gaps in the story or to create an entire new story with different characters. The game may allow be put onto mobile in the future in order to make the game more portable and to target another market area.

### **6.5 Concept and Design**

#### **Introduction**

This document is based on the research done during the months after the initial startup of the project idea of the game. This document has also been updated a few times based on new finding regarding game design and the likes in which come with it. This concept and design document was created with the intent of providing its reader with a clear game design document to view. The document has been created with three sections, these sections are the concept, mechanics and technical section. The purpose of this document is to showcase the concepts and the designs of the created games so that reader can understand why certain things were approached in such a manner.

---

### 6.5.1 Concept

#### Introduction

Divinity Awakens is to be a RPG game where the player hunts for the truth of the world that the main character Mane lives in. Divinity Awakens offers its users the choices that they can pick that will influence the story of the game. This game is aimed at the RPG fans of the older 2D more story driven era of the genre as Divinity Awakens aims to be a RPG fashioned like the older ones. As the aim of the game is to be an older style RPG the likes of the original final fantasy were quite the influence in the concepts of the game

#### Game Analysis

Game Description	
Genre:	<ul style="list-style-type: none"><li>▪ RPG (Role Playing Game)</li></ul>
Game Elements:	<ul style="list-style-type: none"><li>▪ Exploring</li><li>▪ Story</li><li>▪ Combat</li><li>▪ Puzzler</li></ul>

Game Content:	<ul style="list-style-type: none"> <li>▪ Horror</li> <li>▪ Humor</li> <li>▪ Drama</li> </ul>
Theme:	<ul style="list-style-type: none"> <li>▪ Sci-Fi</li> <li>▪ Fantasy</li> </ul>
Style:	<ul style="list-style-type: none"> <li>▪ Old School/2D</li> </ul>
Game Sequence:	<ul style="list-style-type: none"> <li>▪ Hyper- Storylines that the player can influence</li> </ul>
Player:	<ul style="list-style-type: none"> <li>▪ One(single player game)</li> </ul>
<b>Game Reference</b>	
Game Taxonomy:	<ul style="list-style-type: none"> <li>▪ while Sim City is a Non-Fictional Game/Story Narrative</li> </ul>
Player Immersion:	<ul style="list-style-type: none"> <li>▪ Strategy</li> <li>▪ Narrative</li> <li>▪ Emotional</li> </ul>
Reference:	<ul style="list-style-type: none"> <li>▪ Similar style to old Final Fantasy games as the game is an old styled RPG</li> </ul>

---

Game Technical	
Technical From:	<ul style="list-style-type: none"> <li>2D</li> </ul>
View:	<ul style="list-style-type: none"> <li>Top down view</li> </ul>
Platform:	<ul style="list-style-type: none"> <li>RPG maker, JavaScript,</li> </ul>
Device:	<ul style="list-style-type: none"> <li>PC</li> </ul>
Game Sales	
Consumer Group:	<ul style="list-style-type: none"> <li>RPG fans</li> </ul>
Payment:	<ul style="list-style-type: none"> <li>None</li> </ul>
Estimated Price:	<ul style="list-style-type: none"> <li>Free</li> </ul>
Device Support List	<ul style="list-style-type: none"> <li>PC</li> </ul>

### Game Atmosphere

The game Divinity Awakens is set during an aftermath of a string of wars which has made the world a place of sadness and decay. The atmosphere of the game is the feeling of mystery as the regions of the world decay around you. Over the course of the game atmosphere of the game will change as secrets are revealed and places are visited. The main tone of the game will be that of mystery surrounded by sorrow while hints of happier tones occurring ever so randomly.



The design of the characters in this game as you can see above is going to give out the feeling of a medieval fantasy atmosphere. Some characters such as the blond character with the heavy armour and the blue haired one to his right showcase the kind of clothing that will be commonplace around the game world that is plagued with the tone of war. These characters were designed in a matter that fits the atmosphere of the game.



This image depicts an area of the game during a time in which the main tone/atmosphere described above has not influenced the design/look of this place. This place has a peaceful feel about it as it is one of the few areas not effected by the tone of destruction and sadness that will be covering the game world. But just like the rest of the game this area is filled with the hidden feel/atmosphere of anxiousness due to events that brought the sorrowful atmosphere into the game world.

---

As the region is just at the aftermath of the war the music score of the game will give you the feeling of sadness while traversing the region. In his case let's talk about the music of the area in the above image, the music will be prompting the atmosphere of peacefulness while having the underline tones of as said above anxiousness.

## **Game Play**

From the launch up of the game for the first time there will be the options of starting a new game or going to the options. From the options you will see a bunch of sliders for the music volumes of the game such as BGM (background music) and SE (sound effect). From the new game option, you will start your journey into a single player world where two countries are in constant fights against each other over a relic that has been fought over since the founding of their countries. You start off in a village where after events move you to a different place you go on a journey to discover the truth about the war and on what your father and Divinity were up to during their time of action. In this game world you will be able to make choices that will change the outcome of the game for the better or worst such as the option to disobey a friendly commander so that you are branded a traitor and will be on the run for a while. Through the journey your party will climb the tallest mountain, traverse through the snow, go past the dead zone, entering into lush forests and finally walk around highly populated towns with stuff happening everywhere. You can battle enemies and gain items from the battles as you win them or you can fail at battling and lose against those cave spiders with poison damage. There will be many an opportunity for you to end the story at a point or way that you feel is right based on what decision that you make. You get to enjoy the world as you explore it and learn about the past and take in the sights of such places

## **Key Features**

For this RPG game the key features of the game are:

- Large amount of areas
- Unique array of characters
- Unique story
- Replay ability
- Single player
- Day and night cycle
- Different endings
- Turn based battles

---

## 6.5.2 Design

### Design Guidelines

The game is a RPG game that is to be created in 2D which brings creative restrictions to the art design of the game. The goal of the design is to give players that feel that they would have when playing an RPG from the 90's, early 2000's with the use of the 2D art and the familiar design patterns from an RPG in that field.

### Game Design Definitions

The game is designed in such a way that in the likes of the menu which is access from a button press the player we be shown with a list of options as well as general information such as time of day, current gold and current health points of each party member. As the game is that of an RPG the game play of the game is designed in a way in which you explore the world following a story while also exploring places the story does not touch and have the ability to battle monsters along the way. The game is designed in a way that allows the player to equip gear to their in game party to improve their party's stats. The player will have control over aspects of the story allowing them to play the game in the way they want until they reach an ending that they want to aim for. In this game the player can lose in two ways one way being getting a bad ending that ends the story at a bad not or you can always fall in battle against monsters to get a game over.

### Game Matrix

Objects	Properties			
<i>Unit type</i>	<i>Hit Points</i>	<i>Damage</i>	<i>Defence</i>	<i>Speed</i>
Mane	630	80	50	Medium
Sted	570	65	30	Fast
Spider	150	25	15	Fast

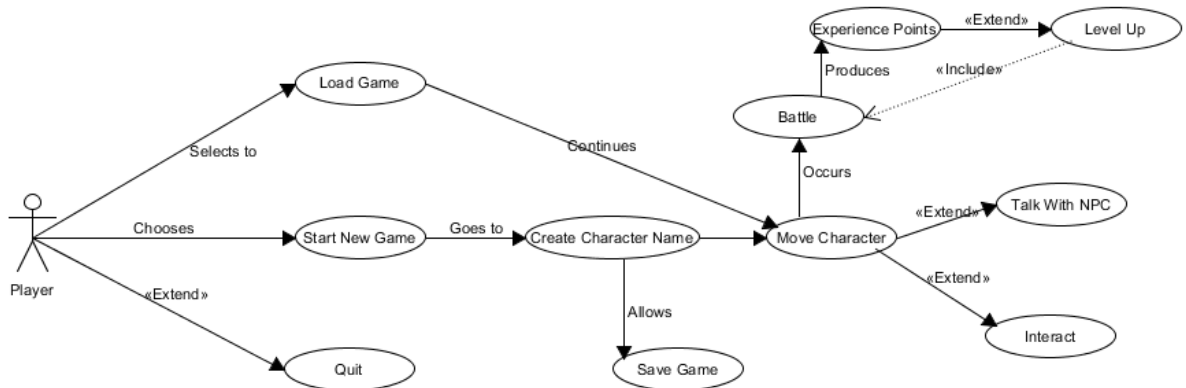
---

Bandit	180	33	22	Medium
Guardian	230	35	18	Medium
Draco	690	350	70	Slow
Isen	10,000	400	66	Fast
Ireth	510	40	25	Medium
Dark Spirit	665	70	65	Slow
Sane	550	72	38	Fast



---

## Game Flow



## Player Properties

These are the list of properties that are related or benefit the player:

- HP
- MP
- TP
- Attack
- Defence
- Magic Attack
- Magic Defence
- Agility
- Luck

Actor\_health – HP

Actor\_mana – MP

Actor\_tech - TP

Actor\_attack - Attack

Actor\_defence - Defence

Actor\_mattack – M.Attack

Actor\_mdefence – M.Defence

Actor\_agility – Agility

Actor\_luck - Luck

---

HP represents the amount of life your characters have in order for them to be defeated. MP is a resource that gets drained a certain amount every time a skill is used. TP is another resource that adds up to allow you to use special skills. Attack and M.Attack are stats that determine how much damage your character will do. Defence and M.Defence are stats that determine how much reduced damage your character will take against hits. Agility as a stat show us how fast a character is in terms on if they attack first or second etc. Luck is a stat that defines whenever you dodge an attack or do double damage to an enemy with a critical hit. Below is an example of how these properties are displayed within the games design.



Attack	187
Defense	223
M.Attack	98
M.Defense	206
Agility	110
Luck	193

### **Player Definition**

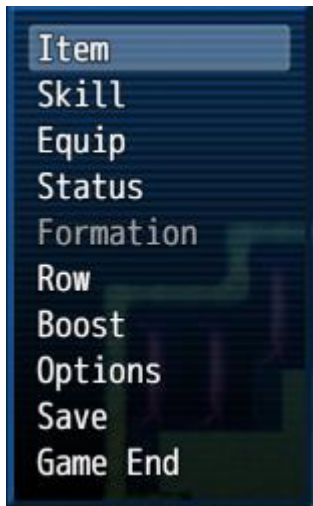
The player can move around the game world and access menu due to the information given to them by tutorials. Player can battle monster so that they can level up and use their character's skills. Players will be able to interact with the game environment to find secrets and solve puzzles. In order the begin the game the player will have to select the new game option. Players can choose what their character says and does in the game to a point where it can change story elements. Players win this game by reaching one of the many good ending available to them and lose upon having your HP reach 0 in a battle or getting a bad ending.

### **User Interface (UI)**

The players of the game will be able to interact with the UI of the game may it be from clicking a section with a mouse or using a keyboard. The UI will have a blue tint as its background colour that is also slightly transparent so you still see the areas be hide. From the UI users will be able access many different option that will be easily displayed as well as easily accessible as seen in the below image of the menu UI. Considering what the worst possible layout could be, it has been acknowledged that the UI would still be playable/usable as it would still end up being a simple task to navigate the UI. Using the keyboard, the x key would be press to bring up the UI at any time when you have full control of your character. Using the arrow keys or selecting one of the options with a mouse shall highlight the option as is visible in the image below as the item option is selected. Then

---

selecting the option would be as simple as clicking again on the mouse or with the z key.



### Player View



The camera follows the player's camera from a top down perspective and with the game being grid based in its design the camera only shows what is north and south of the player by seven "grid blocks" and only 13 "blocks" away from the left and right of the player's current position.



This is the full size of the map from the top image of this section as you can see there is a lot of surface area on the map that the player will not be able to see at once with the limiting view range of the top down perspective camera.

### **Antagonistic Elements**

Each enemy object within the game shall have similar attributes to the controllable characters such as health(HP), mana(MP) and defence. Below are examples of the enemy objects with the game.

#### **Enemy 1**

This enemy is a boss object that houses high HP and has the in game name of tablet guardian.



---

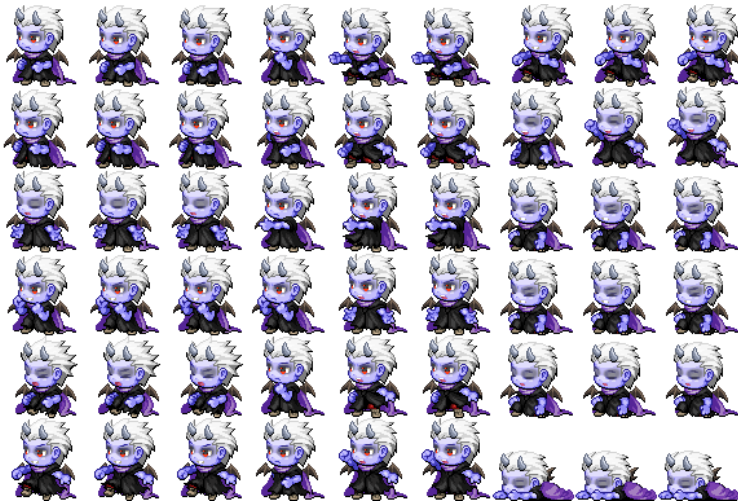
## Enemy 2

This enemy type is a random encounter type of enemy which is present in certain maps of the named world. This enemy object is simply under the name of spider within the game.



## Enemy 3

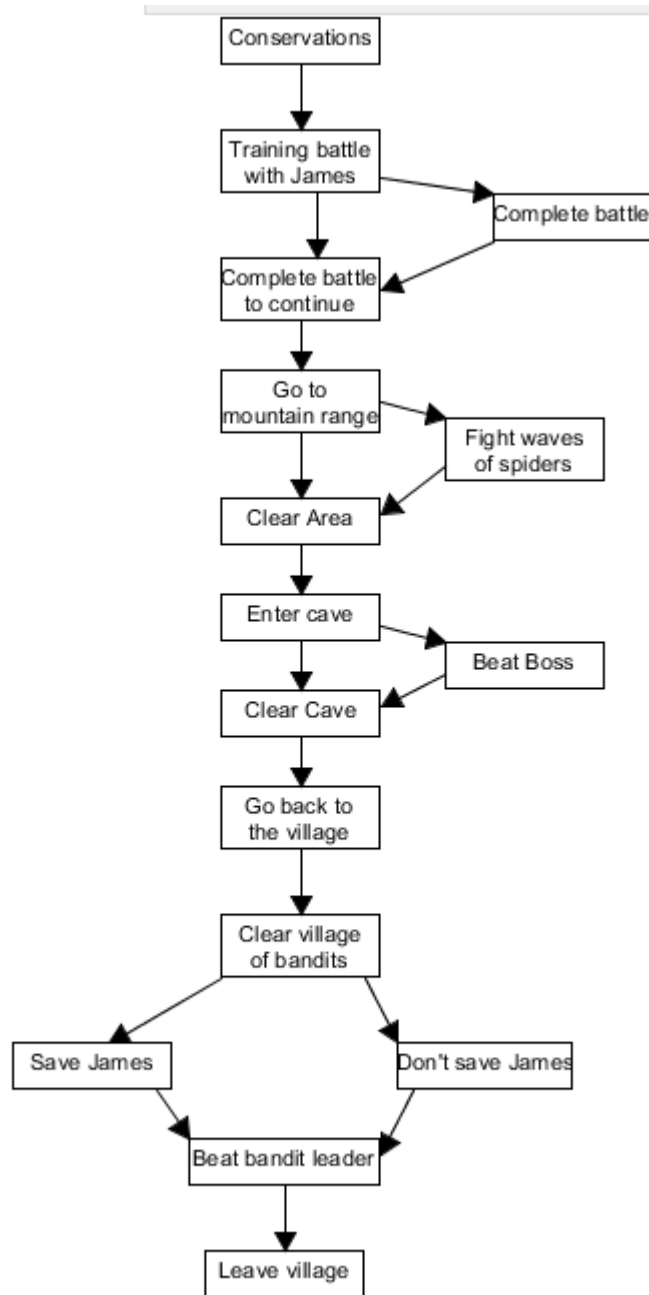
The enemy is special as it is one of the special boss that gets a sprite and animations for it during the battle against. In the game this enemy object is named Jarestrul.



---

## Level Design

Below is an example of the level design for chapter 1 of the game.



## Audio & Sound F/X

---

## **Forest**

For this sound file/track it is to be a calming theme with the sounds of the forest accompanying it along with a mysterious vibe to it, in order to convey the feeling of being in a mysterious forest that you did not know of until entering it.

## **Battle 1**

This music is going to be upbeat in order to get the player pumped in those battle scenes.

## **Battle 2**

This battle music will be quite different from the above battle theme as this one will belong to a faction/army so the music track its self with convey the strength/determination of this apposing faction of enemies.

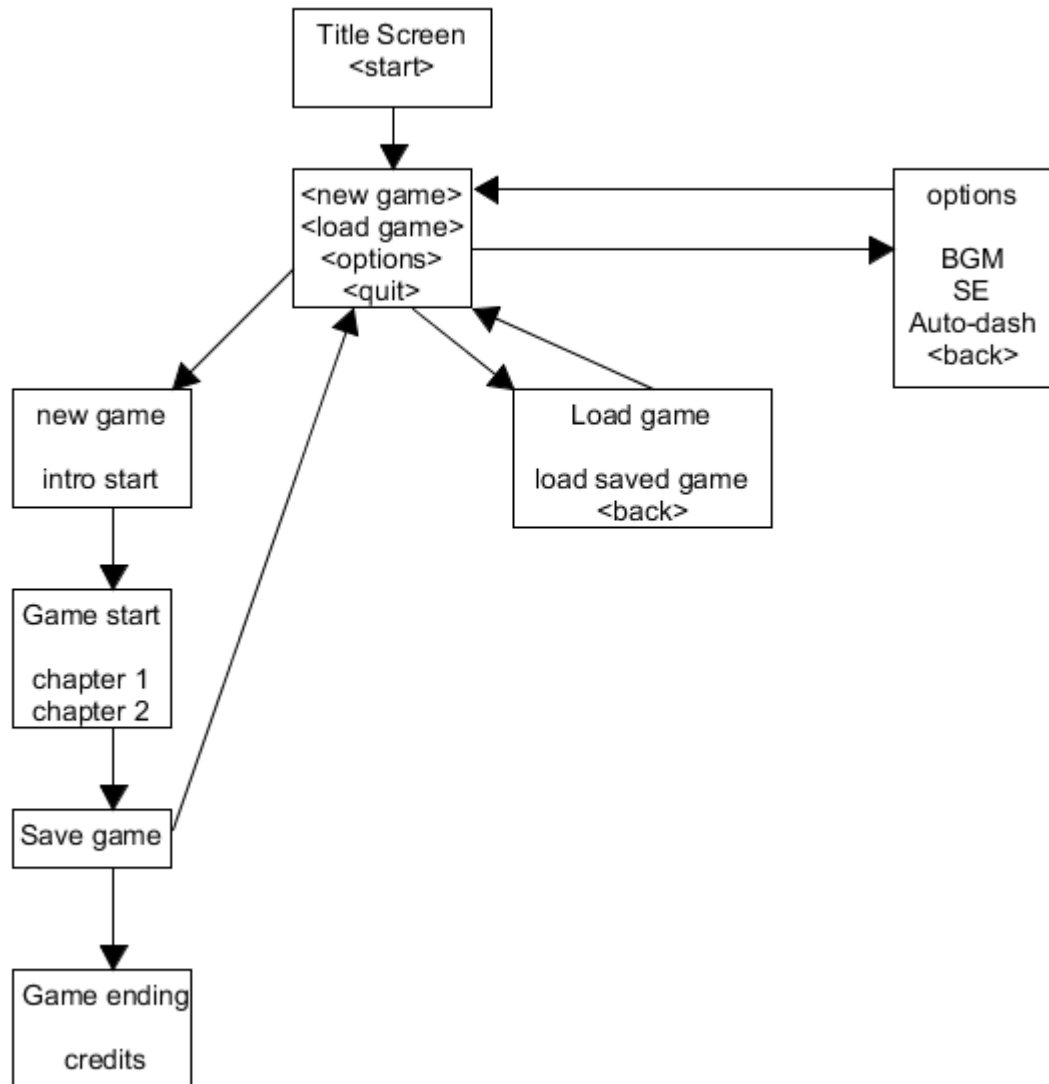
## **Boss Battle**

With this boss battle track the players will feel how much of an imposing boss this one is from the music as the music grows.

## **Town**

The audio for this track will be quite upbeat to make players hear the atmosphere of the cheerful town the track will play in.

## **Game Architecture**



### 6.5.3 Technical

#### System Requirements

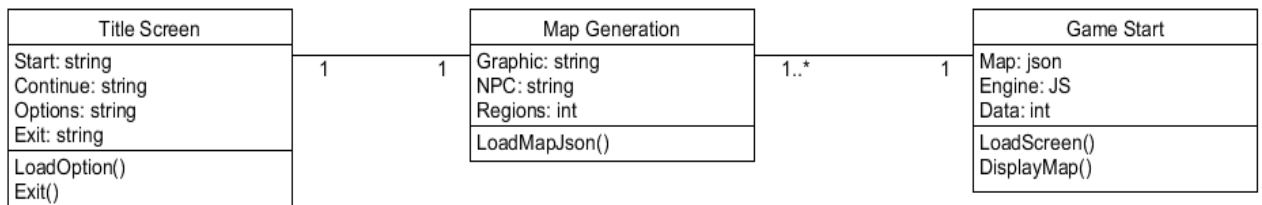
The only requirement that will be need is that the device has to be a pc/laptop that is on windows 7 and above.



## Technical Requirements

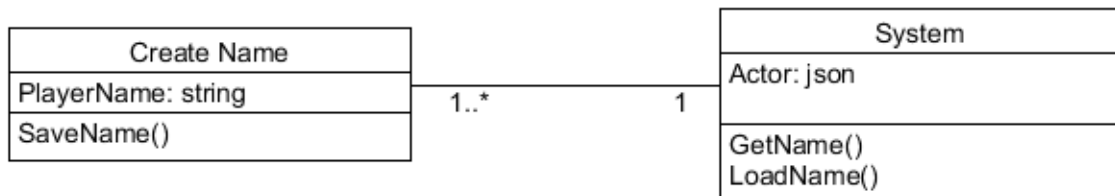
### 1. The Player Shall Be Able to Start a New Game

This requirement focuses on the player's ability to start a new game from the title screen of the game. The main flow of this requirement is the player starting a new game and then the system proceeds to generate the game world. While there are possible alternate flows to look out for such as the player not starting a new game or the system crashes.



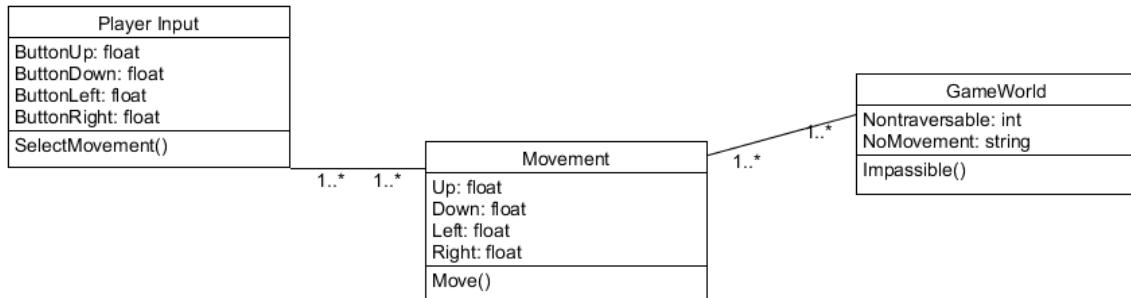
### 2. The Player Shall Be Able to Create a Character Name

This one allows the players to select a name for the main character that they will be playing as throughout the game. In order for this requirement to be active it is dependent on the previous requirement. The main flow for this requirement is that the player creates a name and the system saves in onto that character.



### 3. The Player Will Be Able to Move Their Character

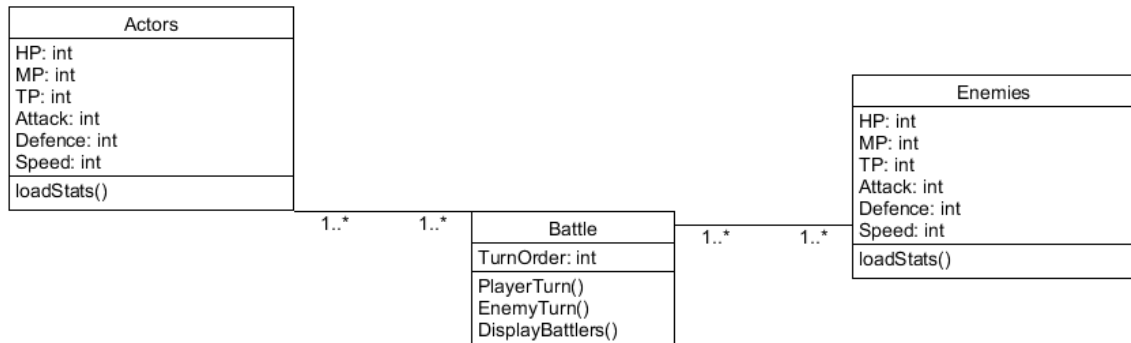
For this requirement it's focus is on giving the players the ability to moves their characters around the game world with the four direction button. This requirement will require the game to be in a place where you can move freely such as after the second requirement or after loading a save file.



---

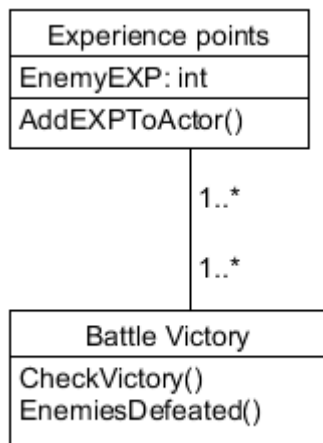
#### 4. The Player Will Have the Ability to Battle

This requirement is the requirement that gives the game the ability to have battles, this requirement is depend on the moving requirement as you will need to move to certain spots or move a certain number of steps to battle. The requirements flow would be tracking the number of steps till a battle occurs.



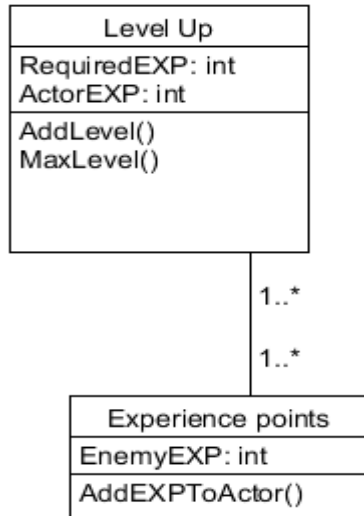
#### 5. The Player Will Gain Experience Points

This requirement is an extension of the previous requirement and the level up requirement this requirements goal is to give out experience points to the player's character after victory of a battle.



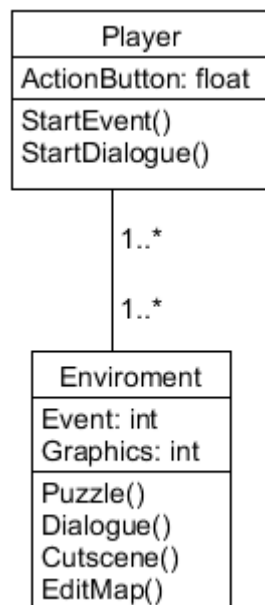
#### 6. The Player Can Level Up

With this requirement player will be able to level up their characters after getting enough experience points created from the above requirement.



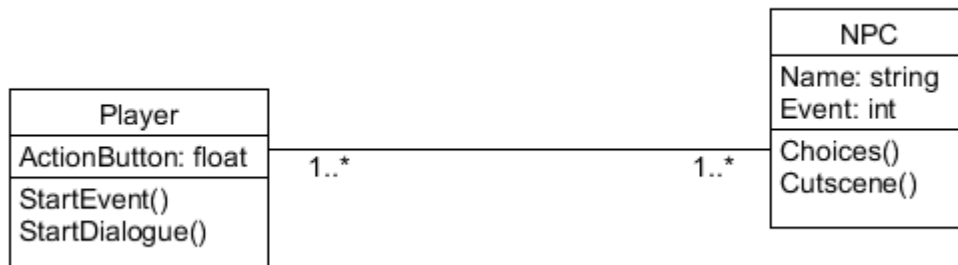
## 7. The Player is Allowed to Interact with the Environment

This one gives the players the option to interact with the environment in order to learn more about the game world or complete puzzles.



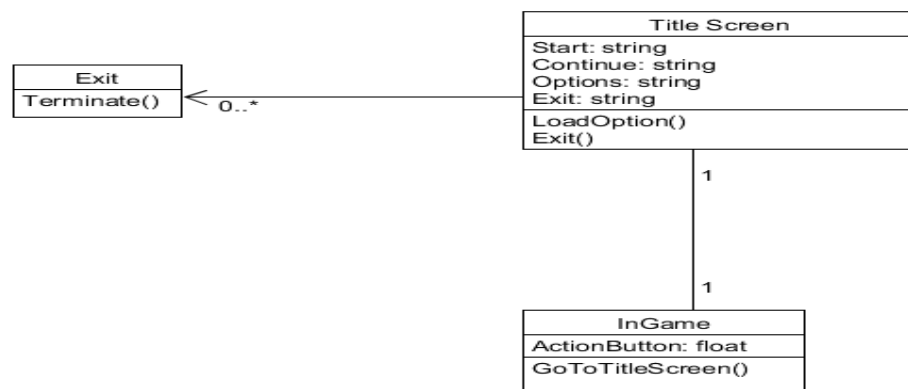
## 8. The Player Can Interact with NPC's

This functional requirement allows the function of interacting with a NPC (Non-playable character). This requirement is to be a new one created from the split of the original interaction requirement from the requirement speciation's.



## 9. The Player Can Choose to Quit

This final requirement is an important requirement as you need to give your players a way to exit your game in an easy manner.



## Visual Content

- General
  - No size restrictions
  - PNG
  - 48x48
- Player Elements (Type of states)
- Draco animation states

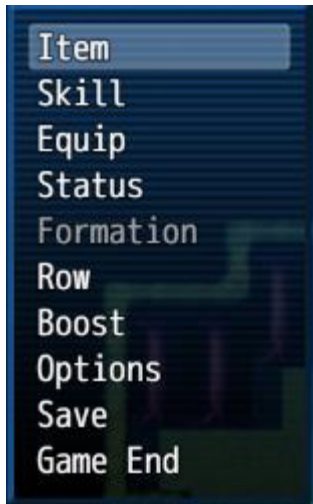


- Jake animation states



- 30 frames

- User Interface (UI)

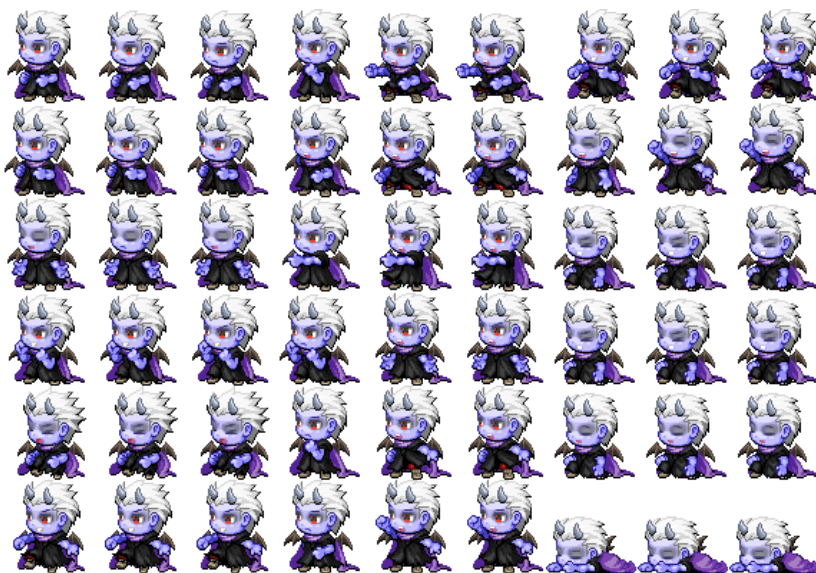


- Game font

- Antagonistic Elements
- Static Object - Assassin

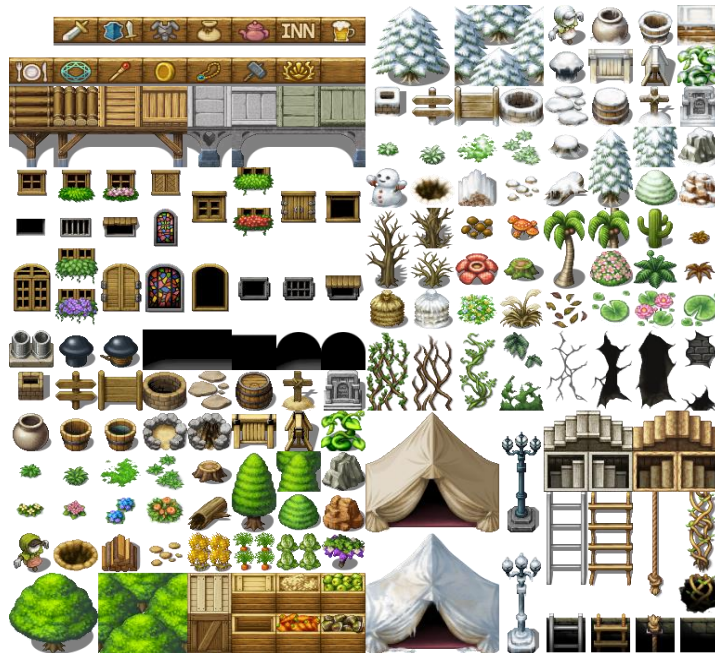
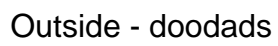


- Animated object - Jarestrul



- 30 frames

- Outside –grass and stone texture



---

## Audio Content

- General
  - No restrictions on audio file size
  - MP3
  - OGG
- Player Elements
  - Battle 1
  - James theme
  - Peace
- Antagonistic Elements
  - Boss battle 1
  - Final battle
  - Roadblock
- Global Elements
  - Upbeat tracks
  - Town 1
  - Seaside
- Splash Screens
  - Ambient Music
  - Hope everlasting

## Programming Content

- General
  - JavaScript
  - Medium and Large – screen type
- Player Elements
  - Actor\_HP
  - Actor\_MP
  - Movement
- Antagonistic Elements
  - Enemy\_stats



- 
- Enemy\_drops
  - Enemy\_info
  
  - Global Elements
    - Generate\_world
    - Load map\_1
  - Menus
    - Display\_items
    - Display\_party

### **Code Structure**

For the code structure of the game, functions such as actor\_hp and actor\_mp will interact with each other to create the object of actor with stats defined by the functions. The data will interact with the games system in order to load the data of the in game maps and gear from the Json files. One of the functions from the game i.e. the exit functional requirement utilizes the creation of extending the current menu with another command. With the likes of this code snippet:

```
var _custom_title = Window_TitleCommand.prototype.makeCommandList
    Window_TitleCommand.prototype.makeCommandList = function(){
        _custom_title.call(this);
        this.addCommand('Exit', 'exit');
    };
```

Which is then given a function to be able to do something in the form of:  
Scenemanager.terminate();

---

## 6.6 Think Aloud Testing Task Sheet

Hello, my name is Shane and I'm going to be walking you through this session today. But before we begin I will go over the reason why you are here, what you will be doing today in this session is that you will be playing my game which has been set up for you. A point I do want to make clear is that this is a test of the game and not you. During this test of the game I would like you to speak out loud in regarding what you are currently are and going to do, as well as your opinion. Feel free to speak your mind regarding your opinion.

These are the tasks that you shall be doing:

1. Load up the game from the available save file.
2. Locate the shrine somewhere in the forest.

Once you have done that task you will be in a forest and your tasks from this point which can be completed in any order bar the last one are:

3. Find the Di Key.
4. Locate the Vi tablet from a chest in the forest.
5. Solve the puzzle to get the Ni Key.
6. Get the Ty key of the person.
7. Open the gate to the shrine.

---

## **6.7 Monthly Journals**

### **6.7.1 Month – September**

With college back up again I can now start to properly refine my project idea that I have thought of since eight years ago. I learnt that we need to go and propose our projects to a bunch of lecturers in order to see if our ideas are any good. Since I have never really been great at presentations I am a bit worried that my idea will get rejected due to the fact that I would most likely leave out a bunch of key things. I should have said during the presentation. But since it is a game that I am really passionate about I should not have to worry as I should talk about my idea in an effective manner.

### **6.7.2 Month - October**

The project proposal was a success as the three lecturers liked my RPG game idea and the premise of the story I told them. Due to that fact I was then able to go straight ahead and creating project proposal document. At first I was a bit confused on what to fully write in certain sections but after a while I got it all done, thanks to the examples available to view. I bought the software that I am going to use to create my project so that I am prepared to fully start on it once all the main documentation is done. It took its time but after a few weeks from the proposal being uploaded I finally got a supervisor. I then emailed my supervisor who is Damien Mac Namara, a meeting time and date was then decided on. During the meeting we talked about user requirements and the likes in order to fill out the requirements specification document. Damien tasked me with writing up a summary of the game, its user requirements and to create a survey to get information about what people like in regards to RPG games during the reading week.

### **6.7.3 Month - November**

After a week since Damien told me to create a survey I created a survey using survey monkey and from the results of the people I sent the survey to I finalized on what my requirements will be for the requirement specification. With the help of Damien correcting and reading over my requirement specification I got the

---

requirement specification done within a reasonable time. Now that the requirements specification is done the focus turns to the upcoming mid-point presentation, in the next Monday class I learned that the technical report has to be partly done and uploaded before the mid-point presentation. At first I was confused on what need to be fill out for the technical reports upload for the mid-point presentation but I soon found out as just starting filling out the part I can. Another thing that I will need to do is a prototype of my project for the presentation so I will be having a meeting with my supervisor Damien in early December to discuss about the presentation and the expected quality of the prototype.

#### **6.7.4 Month - December**

The meeting with Damien was very good for me as Damien told me how I should handle the presentation and on what quality the prototype should be. After he talked about that he told me to send him my technical report and within a couple of date later he sent me a copy of it with feedback telling me what to add and or change. Two week later from that I had my mid-point presentation and it went quite well despite my not so great presentation skills. From the feedback given from both my supervisor Damien, and Dominic Carr I learnt that I should have images of others games on my technical report to show where I got the inspiration on certain features from. Another thing that was told to me was that I should type out my games entire story out in the appendix of the technical report.

#### **6.7.5 Month – January**

After a couple of weeks of working on my project and adding the things that I was told to add into the technical report the second semester has started. Within the first week Eamon told us that we should organise our supervisor meetings as early as possible to get feedback on our mid-point presentation. So I have organised a meeting with Damien for early February. Progress on my game is going smoothly and it so far seems like the other subjects will not take too much time away from me doing work on my 4th year project.

---

### **6.7.6 Month – February**

During the meeting with Damien I got surprised that I lost marks for the mid-point presentation due to misspelling of words, I guess it is not safe enough to trust the auto-correct feature. In the meeting I was told to send on my current version of the technical report and so a couple of days after the meeting I sent him a copy of the report. Then after receiving corrections on sections I fixed up the report in those sections. Then after a couple of weeks (minus one of those weeks thanks to the 3000-word document for Usability Design) of working on my project and the report, I decided to organize another meeting with Damien to hopefully be held early March to talk about the implementation section of the report as well as to discuss about the usability testing section that needs to be done.

### **6.7.7 Month – March**

Thanks to that meeting I had with Damien at the early side of March I learnt exactly what parts of my code should go into the implementation section as well as what is to be expected with the usability testing, such as the SAS that needs to be filled out by the person that will be doing the think aloud testing. This month has been nice on me in terms of my project due to the fact that thanks to the subject Cloud Gaming I was able to learn how to host my game on the cloud. Once April arrives the project will benefit from it as there will not be much in terms of distractions in the way so that the project can move along to its next steps in a smoother manner. I do plan on having a meeting with Damien at some point in April in order to finalize things and discuss final presentation related things.

<https://s3-eu-west-1.amazonaws.com/divinityawakens/index.html>

---

## **6.8 User Manual**

### **World Map Options**

Up arrow – move up

Down arrow – move down

Right arrow – move right

Left arrow – move left

Z – talk/interact

X – end conversation

### **Menu Options**

Up arrow –up

Down arrow – down

Right arrow – right

Left arrow – left

Q – next character

W – previous character

Z – select

X – deselect/exit/go back

### **Battle Options**

Up arrow – up

Down arrow – down

Right arrow – right/select

Left arrow – left/cancel

Z – select

X – cancel