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Raid elite

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Raid Elite

BY

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This thesis has been read and approved by the thesis committee below according to the requirements of the School of Design graduate program and DePaul University.

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ABSTRACT

This game inspiration are the real-time strategy game and raid in MMORPG. In this game, you need to get familiar with and operate five different characters. There are two bosses you can choose to fight. This game use Unity 2020.3.18f2c2 as game engine. All art is hand drawn. The design goal is making a game with certain depth which requires some effort to win. The design challenge for myself is design some interesting boss fights and accomplish a complete game which has good visual feedback.

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CHAPTER 1

Description of Game

This game is a combination of real-time strategy game and raid in MMORPG. In this game, you need to get familiar with and operate five different characters. There are two bosses you can choose to fight, and the second challenge would be harder. Only when you know both the characters' and boss's skills well, you can defeat them. In this game, you would be like a team leader, and command your team member.

You would control them to move, attack, and use skills. The boss skill needs you to respond at the right time. That includes avoiding, interrupting, and focusing fire.

CHAPTER 2

Statement of Intent

This game was inspired a year ago. I would like to make a similar but abstract game in which you control some characters to defeat a giant boss in a quarter class. The biggest difference is you could only see some figures. Circles, squares, and triangles, represent your heroes and boss. The game mechanics is a combination of the real-time strategy game and the multiple-player role-play game. It has many similar game control of real-time strategy games. Such as the select, move and skill using. The main game play is the raid part in the multiple-player role-play game which the player would work together and play different role to defeat a big boss. The game genre has been vague in recent years. Many games no longer stick to a particular kind, for example, Tom Clancy's The Division, which combines the TPS and ARPG games. It's a good way to mix two existing genres rather than create totally new gameplay. At that time, this idea is still abstract because of the time limit, I explored only the mechanics. For the thesis project, I want to have a complete project and learn the strengths of these types of games. In this game, players should feel strong feedback for their actions. So this game includes a lot of art and animations to make sure player can visually confirm their instructions. Although, there could be more content, such as the character walk animations, boss act animations and sound to strengthen the feedback.

Most casting actions and attack actions is hand-drawn animations. Some skills use visual effects which made by particular system and Shader Graph in Unity. And there are more than 70 scripts and 6000 lines to achieve all different skills' effects.

The boss skills refer to many classic games. Not only the MMORPG game World of Warcraft and MOBA game DotA but also action games like Monster Hunter. Checking your area outside can help you find some creative ideas.

The game art style is cartoon style. It refer the game Kingdom Rush series. The start screen art refer the monster icons in Monster Hunter Rise.

The game is very difficult. That might narrowed the game audience. But the intent of this game is like solving a question that need to examine the question carefully and getting a higher sense of achievement. Players who like challenge is the main audience.

The Player types in playtesting include: Non-gamer(or only played few mobile games), Casual player (play mobile games and console games sometime), Competitive player (mostly play PVP games, such as DOTA2, LOL and CSGO), Console player (who will play most new 3A games on console or on Steam).

The evaluation is mostly about the usability of the game, how to improve the user experience. For example, after receiving the feedback that they can't quickly select a character when they go together, I use the number button as quick key to quickly select a certain character. Some players said it's hard for them to check the skills. So I add a pause menu that players can pause the game and check all the skills anytime.

The most important feeling is feedback. The immediate, clear feedback would keep players' interest in the game, especially in a game they might put time and effort in. There are still many details I could stress. Such as the mouse cursor changing on moving or clicking the UI; particle system effect on hit position; Visual reminder when boss changing state. It could be the boss sprite transforming or something happened in the environment; More clear buff effects, especially on player skills. It's hard for some players to see when the skill ends.

CHAPTER 3

[Rules and Instructions] OR [Link to the Game and Inputs]

Select: Left click to select a character. You can click the avatar picture on the left tab to select a character,

And you can press 1-5 on your typing key.

MultiSelect: Left click and drag your mouse to select all the characters in the select box.

Deselect: Left click somewhere else to cancel all the select.

Move: Right click to move all the selected characters to your mouse position.

Attack: Right click an enemy to command your characters to attack an enemy. When the melee characters have an enemy on their attack range, they will attack automatically.

Skill: The skill tab is in the bottom-right. The active tab is first character's skill who is selected. You can click the skill button or press Q, W and E to use the skill. Some skills need a legal target, you might need to have a target enemy or select a target character.

Sometimes you will see this on your mouse position, which means you need to select a target character for this skill. Left click to select, right click to cancel this skill.

Win: Defeat the boss;

Lose: All your characters die.

Game site: https://aaaaaada.itch.io/raid-elite

CHAPTER 4

Guild and Walkthrough

Detailed introduction of character skills

Warrior

Slam

Interrupt an interruptable skill

The boss's skill can be interrupted only when its progress bar is yellow, it means it's an interruptable skill.

Intervene

quickly move to another character and reduce both damages by 40% in 5s

Taunt

Force enemy attack this character. Can't move or act in (5)s, but reduce 60% damage

Vigilante

Laido Cleave

After a short preparation time, make high damage to your target

BlindSide Strike

Interrupt an interruptable skill

Dodge

After a short spell time, increase (60)% dodge chance to completely avoid damage in 10s

Lancer

Hyper Flag

Summon a flag, exist for (8)s, increase all character's attack speed in surrounding area

Lance Storm

wave spear in circle, damage all enemies around, last 5s

Flux Defense

Enter a defense mode, In the next (10)s, lancer would only take 50% damage directly.

Other part will be gradually taken after 10s.

Wizard

Flame Cannon

summon flame to attack an area.

Spike Barrage

Summon three spikes. They will automatically shoot to their target.

Void Walk

Walk into the void. Can't move or attack, also won't take damage or be chosen in a short

time.

Priest

Life Infusion

heal the character with lowest health a large amount of health

Soul Soothe

Continuous casting, heal all friendly characters.

Light Shield

Add armor to a target character. Armor would be reduced before health when taking damage. Dispel all debuff on this character.

Boss Walkthrough

Kamaitachi

CHARGE ● ● ●

Sprint to random target position, damage and push all the characters in his path.

WINDBLADE ● ● ●

In the next five normal attacks, shoot a wind blade to the direction of the current target.

GHOSTFIRE ● ● ●

Summon three ghost fires one by one, each one will damage the nearest character.

ROAR ● ● ●

Give a loud roar, damage and beat back the surroungding characters.

SUPERARMOR ● ● ●

Create a shield to protect itself. All the other skills become non-interruptible while the shield is active.

Charge
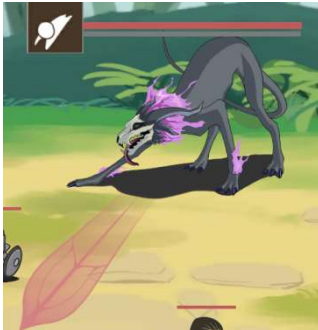
There would be the indicator warning the charge direction. Stay away from the charge

path.

WindBlade

Boss will attack all the characters in the wind path.
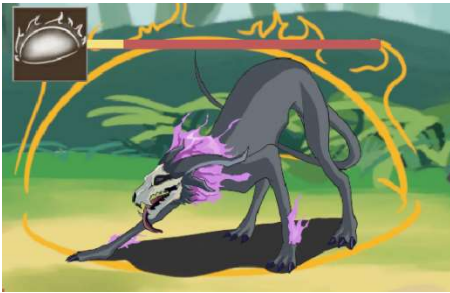
GhostFire

Ghost fire will attack the nearest character. Use damage reduce skills to defend this

damage

Roar

Don't stand too close to the boss when it use roar

SuperArmor

When the super armor is active, boss's skills are uninterruptable. Use your damage skill

to break the shield as soon as possible

Mirror Demon

PHANTOM CLAW ● ● ● ▪ ▪ ▪

Randomly attack a character.

WAVELETNOVA ● ● ● ▪ ▪ ▪

Summon three magic circles flying to random direction, damage the touched characer. The circle will bounce to another direction when touching the characters or mirrors.

DEGENERATOR RAY ● ● ● ▪ ▪ ▪

Shoot a ray from each mirror

SUMMON MIRROR ● ● ● ▪ ▪ ▪

Choose two random target, smash mirrors on their positions after a while. Character will take low damage and be transfer to another mirror when getting to close to a mirror.

BLACKHOLE ● ● ● ▪ ▪ ▪

Use when stage changing. Summon a blackhole in each mirror. It will frag all characters close to it. Then it will explode and make great damage.

EGHOST ● ● ● ▪ ▪ ▪

Substantialize its soul, create a ghost elter ego. It will attack the nearest character. Else if noone is in its attack range, it will attack all the characters.

SHARPNEL BLAST ● ● ● ▪ ▪ ▪

Summon three spikes, automatically attack random targets.

MIRAGE ● ● ● ▪ ▪ ▪

Summon a weak illusion, chasing a target character. When illusion touching the target, all characters would take great damage.

SWEEP ● ● ● ■ ■ □

Shoot a ray rorating clockwise. The ray will make great damage to character when colliding.

PETRIFICATION ● ● ● ■ ■ □

Each mirror will shoot a petrification light. Characters exposure to the light would be petrified after a short time. Petrified characters can't do any actions.

LIFE LEECH ● ● ● ■ ■ □

Choose two characters. Absorb their health. The health ray could be blocled by a character or mirror to stop the lose of health.

Phantom Claw

Low threat. Take care the team health.

Wavelet Nova

Stay away from the circle. Be aware it will bounce.

Degenerator ray

Be careful about the mirrors.

Summon Mirror

Stay away from other characters. In the third stage, try to put the mirrors on two side of the screen.

BlackHole

Stay away from the mirrors

Eghost

Be sure characters are in the attack area of the eghost, otherwise it will attack all the characters. And the character who take the eghost's attack will have the debuff that increase the eghost attack damage. Use Priest's light shield to clear the debuff or let other character take the damage and wait until the number of the debuff decrease.
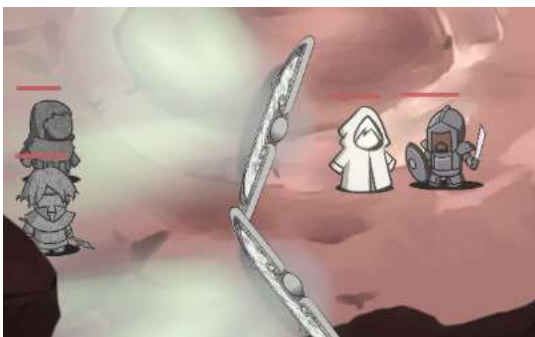
Shrapnel Blast

Take care the team health

Mirage

Try kill the mirage first.

Sweep

Use mirror transport or use everyone's reduce damage skills.

Pertrification

Stay away from the mirrors

Life Leech

Characters who are affected by this skill need to stand behind the mirror or character.

REFERENCES/INSPIRATION

The inspiration is the time I was in raid progression. We would check the raid manual again and again, and try dozens of times. The design for player goal is to let the player receive a great sense of achievement after their countless attempts. My design goal is to have a game with good visual feedback and use my skills in Scripts and 2D art to present a complete game.

Each boss has three states when their health drops to a certain proportion. The boss will use different skills in different states. There are two bosses in the game. The first one is called Kamaitachi. That's a monster in Chinese and Japanese mythology. The design of this boss is to let the player acquire proficiency in character control. In the first state, it only uses normal attack and charge. Low density and simple skills make the player have time to focus on the characters. How they move and what skills they can use. There would be no punishment for the player so that they can try every skill. The later state gradually introduces more skills. This boss would only use the mass destruction skills(which would immediately lead to the character being killed) in 3rd state.
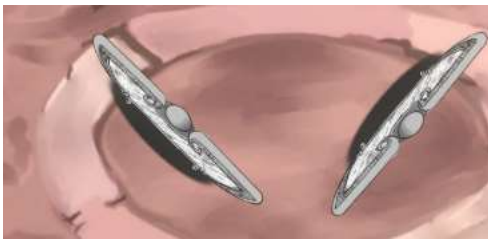
The second boss is the Mirror Demon. Its skills are more complex. The design is surrounding mirror and reflection in the mirror. Such as "Eghost", the reflection of the boss;
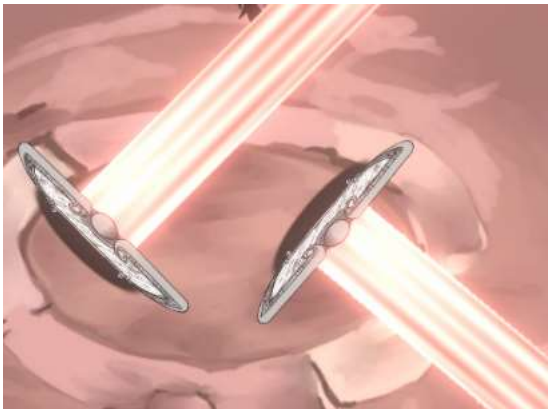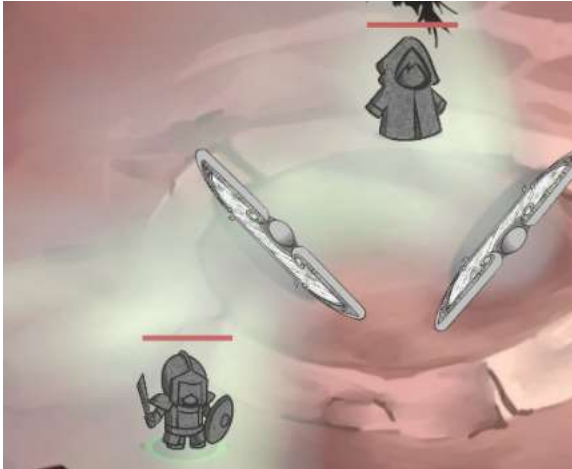
"Mirage", is the reflection of the character.

The core skill is "Summon Mirror",

and many other skills would be used around the mirrors. "Degenerator Ray" will shoot a ray from each mirror, which make player pay attention to the position of mirrors.

"Petrification" is a similar design, originate from Perseus and Medusa.

When characters go close to a mirror, he will take damage and teleport to another mirror. This need characters to stay away from mirror. But they can also take advantage of this feature to adjust characters' positions. For example, they can use this to avoid the "Sweep" skill.


Each character has three skills. To make sure it's not too overwhelming for players to understand and master these skills. Not all the skills are complex and unique. They could be classified as the similar skills. Such as vigilante's skill "LaidoCleave", Wizard's skill "FlameCannon" and "SpikeBarrage" can be classified as damage skill. Warrior's skill "

Slam" and vigilante's skill "Blind Strike" as interrupt skill. Warrior's skill "Taunt", "Intervene", vigilante's "Dodge" and Lancer's "FluxDefense" as damage reduce skill.

To enhance the visual effects. Almost all skills have an animation or particle system to make sure player realize they have done something.

Vigilante's "LaidoCleave" animation
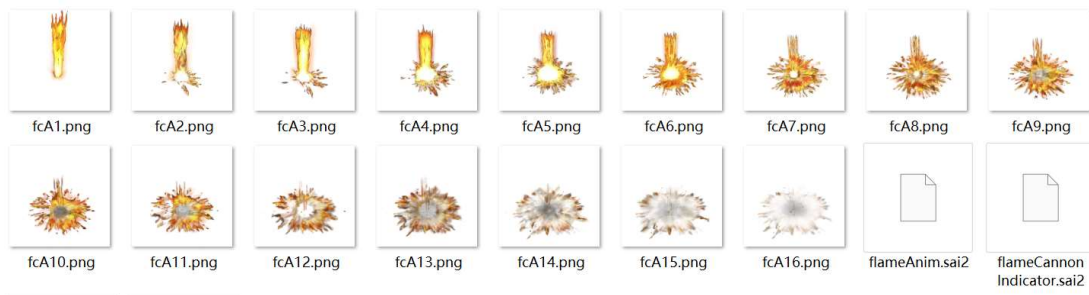
Wizard's "FlameCannon" animation

For the character control, this game uses the classic Real-Time Strategy game and MOBA game control. Players who play this genre of games would get used to it quickly. To improve the usability, players can select characters and use skills by both mouse and keyboard.