Senior Seminar Initial Presentation

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Brief Introduction

- Rodrigo

- Jin

- Kyle

Abstract

- The video game will focus on creating a player-character connection throughout the storyline with the use of interactive gameplay.

- The main features of the video game will incorporate the use of objective based level completion, player controlled combat system, and advanced graphics implementation.

Introduction

- Unity

- Characters

  - Basic Statistics

- Battle System

  - Player Turn vs Enemy turn

- Skills

  - Magic damage skill, Healing skill, and Physical damage

Background

- What is Unity?

  - Game Engine

  - Frameworks

- Who made Unity?

  - David Helgason

  - Joachim Ante

  - Nicholas Francis

Method

- Character Interaction

  - Shops, NPCs, etc.

- Enemy AI

  - Reinforced Learning

- Environment Interaction

  - Objects

  - Puzzle Elements