QOOGLE ENTERTAINMENT

THE CUSTODIAN

FINAL RELEASE

Vision

Action card game with character progression

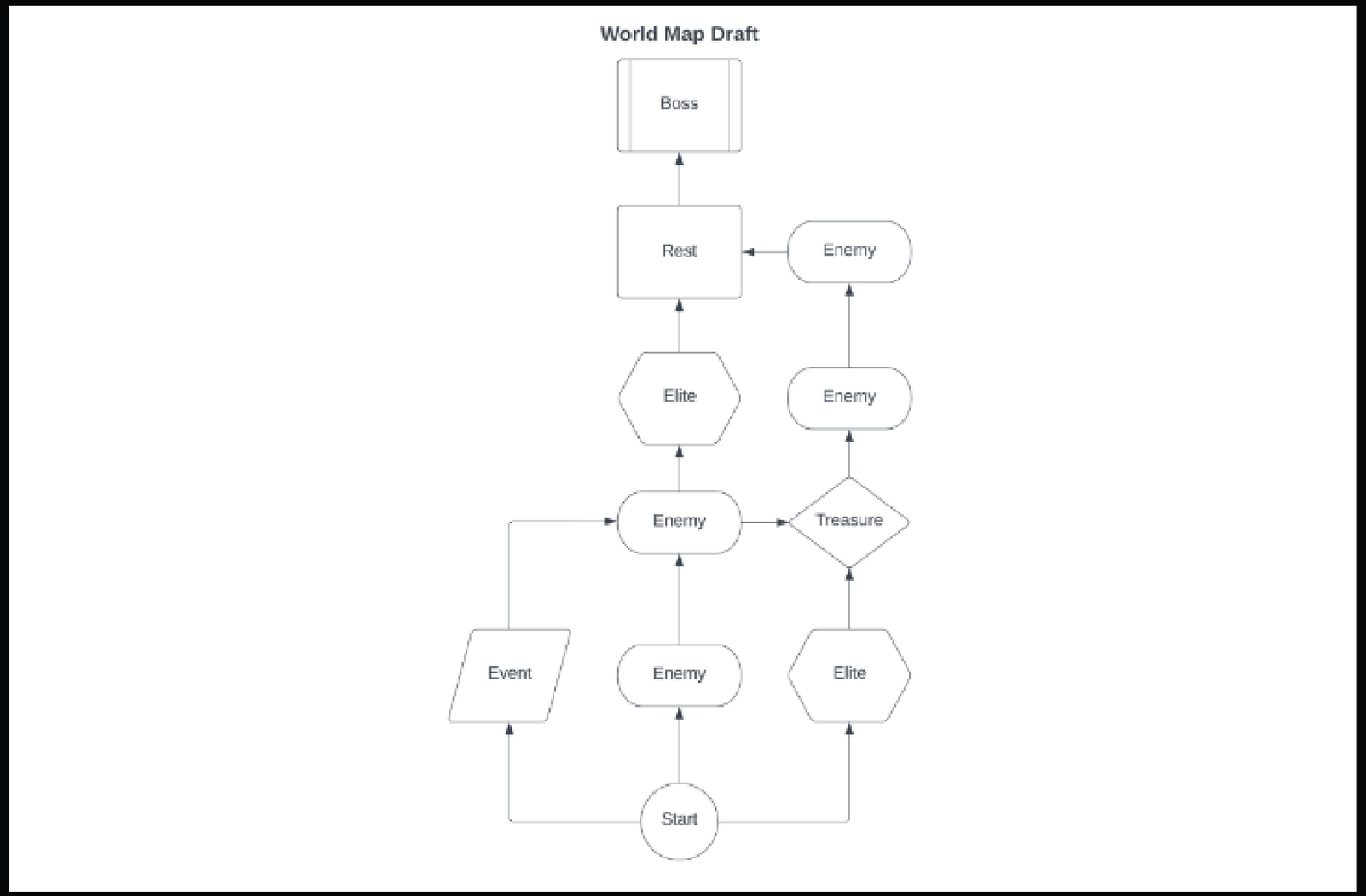
Real-time and turn based hybrid

Ability to duplicate other cards i.e. abilities

Strategy with a focus on prediction and planning

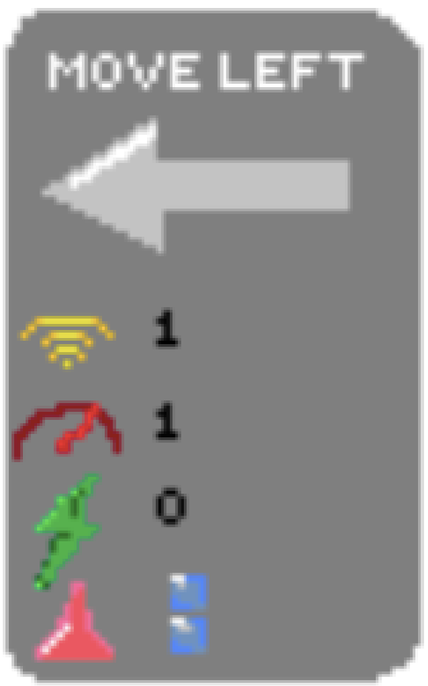
Early Design Ideas

A world map that allows player to experience different styles of levels and streamlines the gameplay and progression



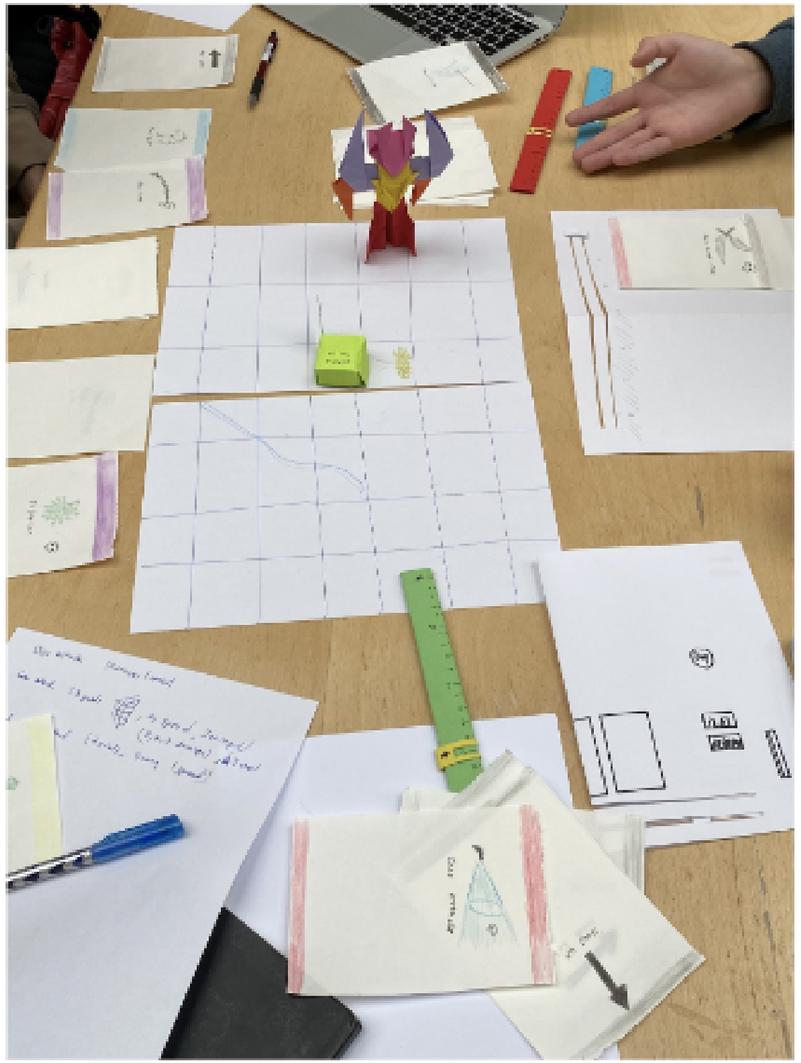
Early Design Ideas

Cards that cost energy and activated after a certain amount of timesteps with the ability to choose directions



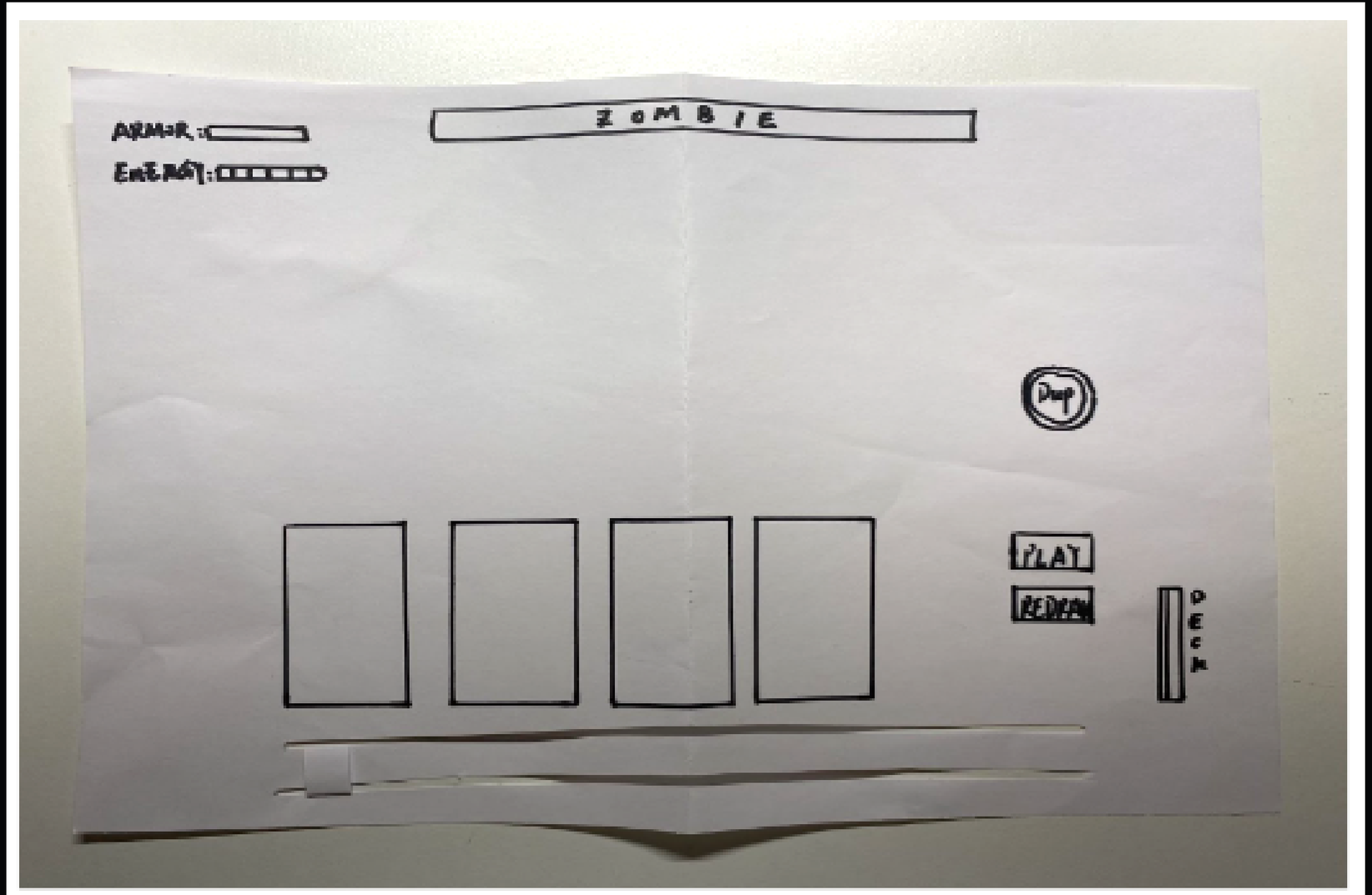
Early Design Ideas

Grid based map and a timeline bar to indicate when the player's or enemy's card will be activated



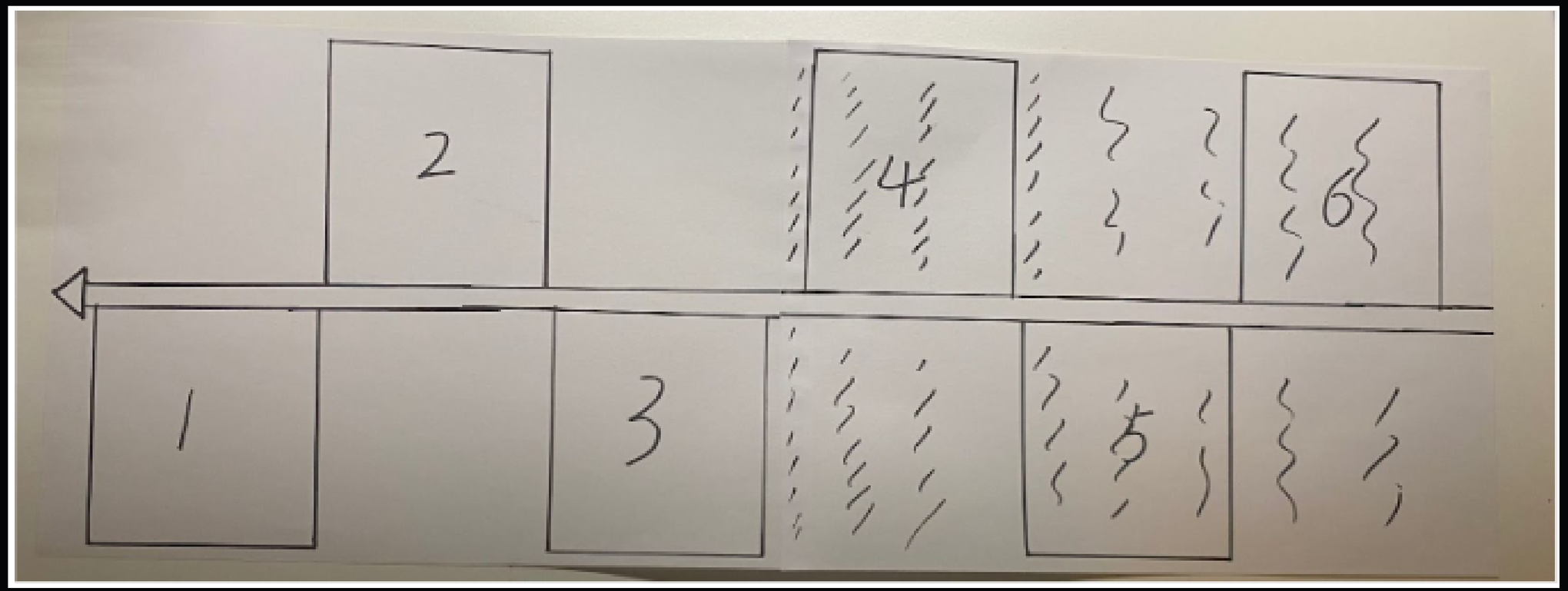
Early Design Ideas

Ability to choose between 4 cards at hand which needs a clean and simple UI



Early Design Ideas

Timeline that makes it possible to see when a player's or enemy's card will be activated



Core Game Mechanic & Class Theme

Card Duplication

The Custodian is capable of duplicating other NPCs' abilities cards which is the core progression path!

Core Game Mechanic & Class Theme

Core Game Mechanic & Class Theme

A Hybrid Between Turn Based and Real-time Strategy

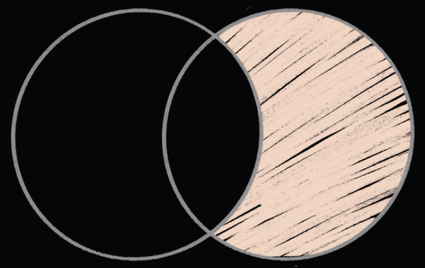
Not exactly real time and not exactly turn based. Instead, time flows in incremental timesteps.

Core Game Mechanic & Class Theme

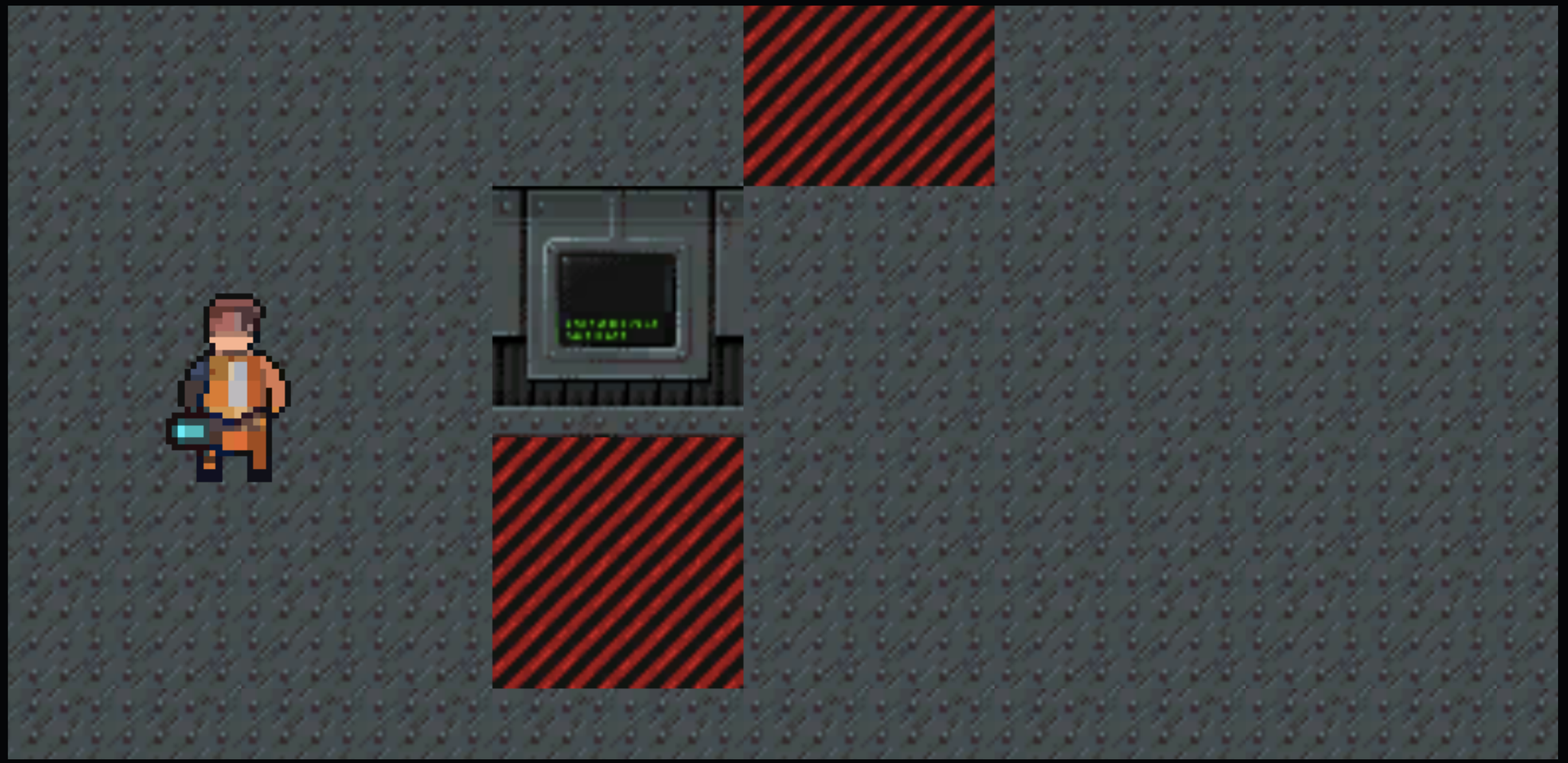
Changes During Implementation

Ability to change the game speed i.e. difficulty

Changes During Implementation

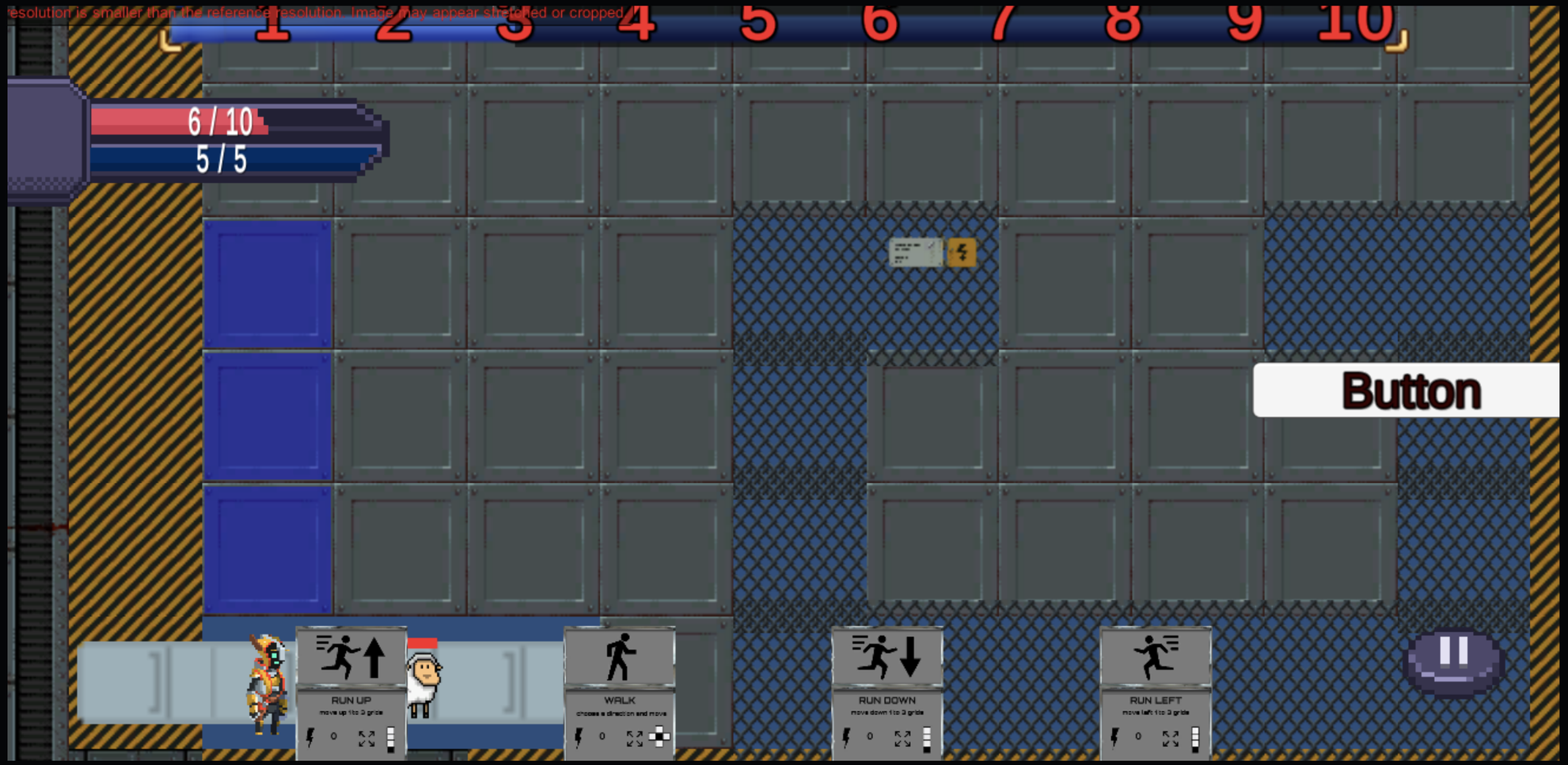


More random enemies

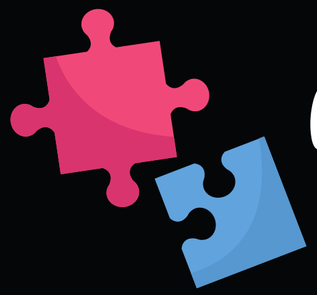


Changes During Implementation

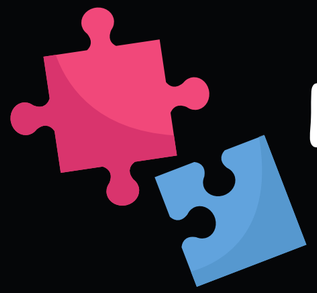
Direction and range indicators



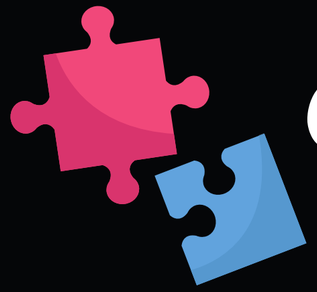
Implementation Challenges



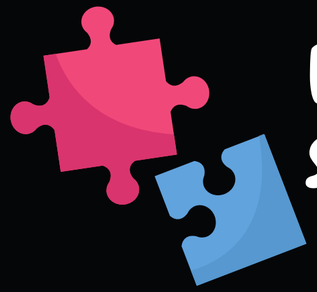
Multiple AIs across each level



Hybrid time system



Game balance / difficulty



Fluid animations (for different timeline speeds)

TASK OVERVIEW

- [x] Basic game mechanism
- [x] Duplication mechanism
- [x] 3 battle scenes
- [x] 5 different enemies
- [x] 25 different cards
- [x] Animations for all characters
- [x] A* pathing finding
- [x] Enemy AI
- [x] Game sound
- [x] Game UI
- [x] Card zoom function
- [x] Camera movement
- [x] Tutorial
- [x] Event level (upgrade mechanism)
- [x] World map (Deck build)
- [x] Deck local storage
- [x] Main and setting menu
- [x] Winning and losing screen

SUGGESTIONS FROM LAST MILESTONE

- [x] Story telling
- [x] Card indicator
- [x] Duplication notice
- [x] Attack and bleeding effects
- [x] A new world map

FUTURE TASKS

- Environment blocking
- Tutorial adaptation
- Energy recovery
- Show enemy's future move on the battle ground (in discussion)

Live Demo

WALK

choose a direction and move

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Thank you for your attention!