TACTICAL RPG

CSC 335 Fall 2013 – Final Project

Overview:

TBS (Turn-Based Strategy) games, unlike Real-Time Strategy games, allow players to execute careful, deliberate calculations on a static environment (one that does not change while the player is thinking). For this project, we will be using a smaller subset of Turn-Based Strategy games, Tactical Role Playing Games, though we will borrow elements from other types of TBSs. A tactical role-playing game (TRPG, also sometimes called a strategy role-playing game) mixes together two unique genres. Several common features of RPGs are retained – characters that progress, level up, and grow stronger as you use them. Combat is usually performed on some kind of grid, where a player must take a limited amount of forces and use their superior strategy to outwit and outmaneuver the enemy troops.

Exploration is downplayed in favor of this increased focus on combat. As such, combat mechanics are usually more complex than in typical RPGs. Opposing sides start with a defined set of units that they will use for the entire round. Turns rotate between the players – when it is your turn, you are allowed to move your units according to the rules of the game. You turn ends after all of your units have performed their actions – actions including attacking an enemy, retreating, pushing forward, using an item, or doing nothing (doing nothing is an action). After your units are done moving and your turn ends, your opponent gets to go through this process. You must wait until your opponent has ended his turn before you can take action again.

Each battle has some kind of win condition – whether it be defeating all the enemy units, surviving a specific number of turns, capturing a special location in the map, or some other action. After the battle is complete, the game progresses and you can move to the next level (and the next battle).

Many modern day tactical role-playing games have met with great success. Series such as Der Langrisser, Final Fantasy Tactics, Tactics Ogre, Arc the Lad, Fire Emblem, Advance Wars, and many others have entertained players around the world with their unique takes on the genre.

Your Task

You are required to create a fully functional tactical role-playing game. To allow the project to be reasonably completed within the time frame, you won't have to implement every feature from every TRPG. However, feel free to draw inspiration from some of the above named games (and others if you have your own favorite). Creativity is highly encouraged and can become your team's wow factor described at the end of this document.

Requirements

Maps:

- Maps are laid out in a grid, and multiple units can't occupy the same square.
- There is some kind of terrain that restricts unit movement.
- There are two different (and distinct) maps.
- The maps can be any size, as long as they are big enough for all the units to move around comfortably. If you have to ask, it's probably too small.

Units:

- Units are able to…
    - Move around
    - Attack other units
    - Use items
    - Trade items with nearby friendly units
    - Interact with the grid tiles in some way (e.g., set a trap, build something, etc.)
    - Do nothing
- Unit actions need to be animated (it doesn't have to be fancy, but it has to be animated *somehow*)
- Players can see what items each unit they control is carrying.
- There are at least 5 different types of units.
    - Ex: units that attack from far away, units that attack from up-close, etc.
    - They need to look and act differently. If you have to ask, they aren't different enough.
    - Remember, this is a tactical role-playing game. Try to make each unit good in a certain situation. Don't simply have a cycle of power: knights > warriors, warriors > archers, archers > knights. While this is allowed, they also should have more distinguishing features than this (for example, if knights were fast, archers had range, and warriors were strong).
- Units have stats that affect their combat, and players can see each unit's stats.

Items:

- There are 3 different types of items.
    - They need to be distinct. 3 different strengths of healing potion only count as one item.
- Players can somehow acquire items in the game.

User-Related:

- Single-player games can be saved and reloaded later (after the program has been restarted).
- There need to be at least three different scenarios (battles) to play through. Once the player selects a scenario to play, they will get to choose which units that they want to take into battle. The types of units allowed can vary depending on the scenario, but the player should be able to choose at least five units for any given scenario (5 units, not necessarily 5 *types* of units, mind you).
- There should be a computer AI to play against.
    - The AI will select what units the computer plays with.
    - It doesn't have to be very smart, but if the player does nothing, the AI should be able to win.
- The entire game is graphical (this means drawn in a GUI; no console).

Game Rules:

- Human players go before AI players.
- There need to be at least 2 different win conditions, and a player should be able to win by either condition.
    - This means a player can choose how they want to win.
    - Players should be notified as to how exactly they won/lost a battle (what win/lose condition was met).

Wow Factor

Completing the above requirements will earn at most 90% of your grade. To earn the last 10%, your game needs to have a "wow" factor. This could include lots of extra features, how well designed (and fun) the game is, or just good old-fashioned polish—anything that will make your game really stand out!