

Name: Greg Kraft

Game Title: Testudo: The RPG

Description:

Testudo is an attempt to bring two familiar worlds together: The world of the University of Maryland and the world of RPGs. It's a single player game which builds on the UMD culture and applies it to a video game. The idea isn't necessarily to do anything new with the RPG format, but is more of an application of the RPG to an environment that everyone at UMD can relate to in some way.

The game's main character is of course, Testudo, everyone's favorite Terrapin, as he makes his way through the UMD campus. As Testudo levels up or accomplishes whatever tasks set before him, different parts of the campus will become available to him.

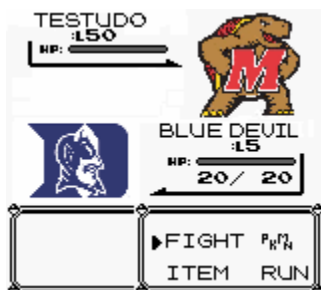
Modes of Play:

There are two main modes of play. The first is a 2D environment, which is an overhead representation of the UMD campus. This representation can be thought of something found in an older versions of Zelda or even the current Pokemon games. Testudo is initially limited to his exploration of campus, meaning he can't go everywhere just yet. To do so, he'll need enter dungeons and defeat bosses, etc. These dungeons will be well known UMD buildings, and the bosses will be well known UMD anti-heroes (like the Duke mascot, or even Coach K, the Duke basketball coach).



Some overhead views that could be the main map for this game (Pokemon Blue, Legend of Zelda, and a later generation Pokemon adaption).

The second mode of play will be the battle sequences. These will be in 3D, but we're not talking about anything too complicated. The sequences will rely on a battle system that needs to be conceived and hopefully balanced.



A 2D battle mode adapted from Pokemon. 3D battle mode would be similar to this, with 3D models.

Assessment:

The main strength of this game is the familiarity with UMD that many students have. This RPG is customized to contain references to the real people, places, and events associated with UMD. The programming team can essentially make the references anything they want that is relevant to UMD.

We need to be able to make a final product that is within our reach, so if the 3D battle is too hard to implement in the time we have, then a 2D battle mode can be implemented. On the other hand, if we find ourselves finishing the 3D battle mode early, we can add supporting characters and additional bosses/dungeons to expand the extent of the game.

Development Resources:

I have no knowledge of what type of tools are needed to do this. However, I can tell you what the tools will need to be capable of. I need something capable of generating both 2D and 3D graphics. The 2D modeling looks to be a lot easier than the 3D modeling, so we need a way to represent the campus and characters in 2D and 3D. Physics are not really going to be important, since all the action takes place in typical RPG form, without any “real-time” interaction between objects.



Coach K powers up, Testudo's got game, Peace Sign—Must be a ploy, and Gary Williams lifts off