Golden Chalice

Indiana Jones Inspired RPG Platformer

Contributions:

Westin Baker: Game Scripting, Level Design, Lighting

Contents

Game Premise

Ohio Johnson is a tomb raider who doesn't let the fact that he's past his prime stop his sense of adventure. Delve deep into an underground temple in search of the highly coveted Golden Chalice, an ancient relic that's said to have the power to turn back time.

During his recent exploits, the famed Ohio Johnson came across rumors of the fabled Golden Chalice. These rumors stated that it was much more than a mere legend. After uncovering the secrets behind its location from a hidden map, Johnson takes his first steps into the unknown, quickly realizing he might be in over his head. What was supposed to be a simple temple hiding the chalice, was instead home to deadly traps and dangerous guards lying in wait for any who dared to trespass. Will Ohio Johnson be able to overcome the trials ahead? Or will he be forced into retirement?

Golden Chalice is a 3rd person RPG Platformer level. Play as Ohio Johnson as you make your way through the underground temple, using 3rd person platforming to avoid traps and solve puzzles. Utilize RPG mechanics to fight the guards that stop those coveting the chalice.

The underground temple is strategically designed to house the various traps littered throughout. The layout's intentional design leads the player through traps multiple times requiring the player to tactically avoid each trap more than once and use parkour to avoid taking damage.

Follow quests with waypoints that direct the player through the level to reach the chalice, defeating enemies that guard the temple. Explore every corner of the map to achieve the goal of recovering the chalice and making it out of the temple before it collapses.
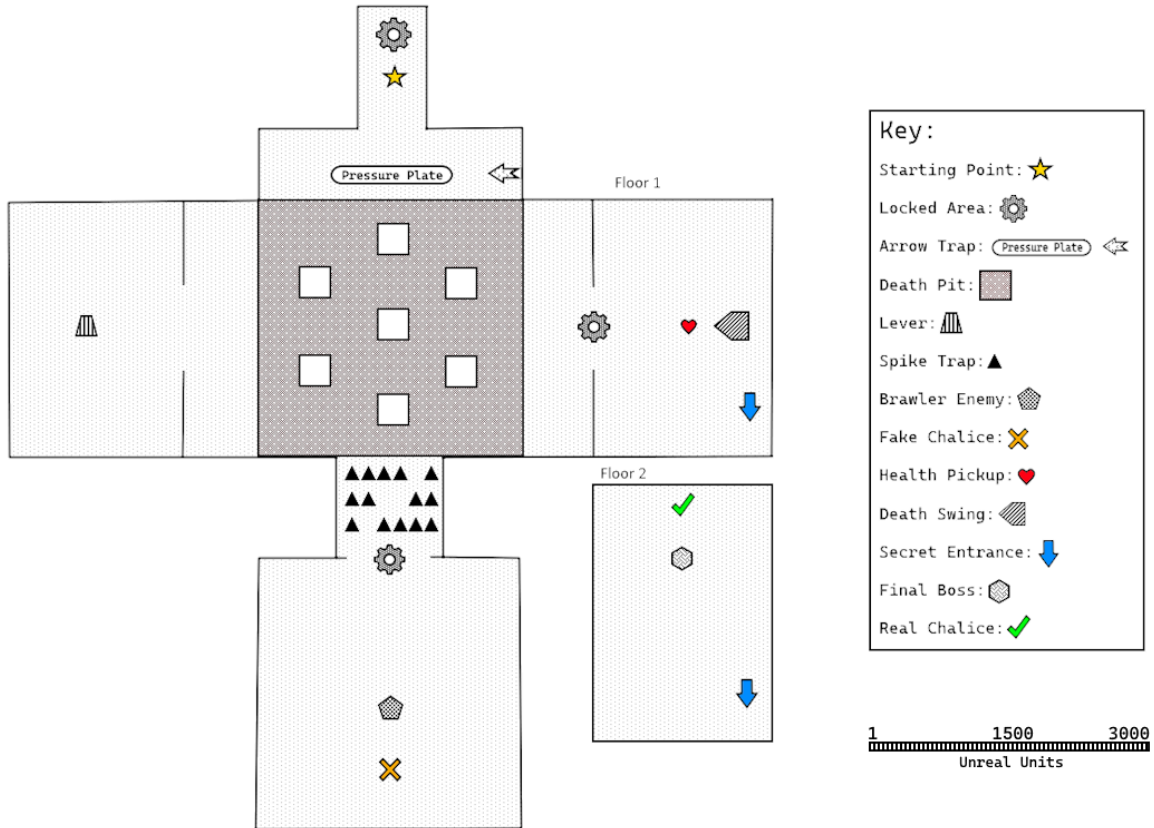
Overhead Map Design/Game Example Screen

Figure 1) An overhead map of Golden Chalice

<u>Gameplay Summary</u>

> ***Golden Chalice is a 3rd person RPG platformer.*** The player will follow the quest line to progress through the level. While following the quest, the player will utilize platforming to avoid various traps throughout the level and find hidden secrets to progress further. Multiple enemies guard the temple and the player must fight each enemy using RPG-style turn-based combat. The player has the option to attack, defend, or use a healing item on each turn. Getting hit by traps reduces the player's health going into combat, making it crucial to avoid them. After defeating the guards and avoiding the traps without dying, the player must recover the Chalice and make it back to the entrance to complete the level.

Core Mechanics:

Traps:

- Each trap has a unique trigger and set amount of damage that is applied to the player when hit.
- The arrow trap triggers on a pressure plate. The spike trap shoots up and retracts on a timed interval. The spike pit is located below platforms that deal damage when the player lands on them and respawns the player. The knife swing is triggered when the player gets close to it and if the player is in front of it.
- The map was designed so that each trap is reused multiple times while following the quest line.

RPG Combat:

- Walking up to an enemy triggers combat that changes the camera angle and initiates RPG-style turn-based combat.
- The player has the option to attack, defend, and use an item if they have one on their turn. On the enemy's turn, the enemy will randomly decide to block or attack.
    - Attack deals damage equal to the strength stat
    - Defend decreases damage based on the defense stat
    - An item can be used if the player has one in their inventory
- The damage dealt and defended against is based on the player's stats which increase based on their level. Defeating an enemy increases the player's level. Enemy stats increase as the player progresses.

Platforming:

- The player uses WASD to move and SPACE to jump and the mouse can be used to move the camera.
- The default camera angle is a 3rd person view.
- The player character utilizes physics for platforming.

Quests:

- Follow a predetermined path that utilizes dialog and waypoints to direct the player.

Asset List

Asset Name	File(s) Needed	Priority
Temple environment	Models, Temple Textures	High
Platforms	Models, Textures	High
Props (barrels, cannon, ruins, etc.)	Models, Textures	Low
Doors + Levers	Models, Textures, Blueprint	Medium
Temple Lighting	Temple Lighting	Low
Traps (Spike Pit, Arrow Trap, Spike Trap, Death Swing)	Models, Textures, Blueprint	High
Items	Models, Textures, Blueprint	Medium
Guards	Models, Textures, Blueprint	High
Quests/Waypoints	Blueprint, UI Widget	Medium
HUD UI	UI Widget Blueprint	Medium
RPG Elements	RPG Template	High

Visual References