

California State University San Bernardino
School of Computer Science and Engineering

CSE 4820 Senior Project Presentation

Date

December 7, 2020

Time

2:00 PM

Location

<https://csusb.zoom.us/j/3401231760>

Title

Diobolicus' Wrath

Student

Kevin Fuller

Advisor

Yan Zhang

Abstract

The purpose/goal of this project is to create a playable concept of the game within the semester. The idea was to create a turn-based roleplaying game using RPG Maker using only its assets to create the world environment, sprites, maps, events, and battle system. The motivation to do this project was to see how far and how well I can make a game by myself using only the program to make the game. How I went about this

was setting up the basic world, a starting place, the castle/town to start the quest, a cave to explore as a dungeon, and the final castle where you fight the final boss and his army. The cave will contain a holy sword that is used to fight the final boss with. The monsters and bosses will have basic attacks and spells with not much complexity at all on how to fight them. Some can heal, some can inflict a status effect on the player and the party. The party will consist of four active members that you can switch out. The dungeon/final area contains small puzzles on how to progress from switches to killing certain mobs that are in rooms. The final boss is a two-phase fight where he will change form after reaching a certain health amount.