THE CURSE OF CHOCOLAND

A 3rd person Action-RPG featuring Hack'n'Slash elements and focussing on a rich combat and class system

INTRODUCTION

The Curse of Chocoland is a 3D action roleplaying game in which the player assumes the role of the hero, who has arrived from far away lands to save Chocoland before it is consumed by the spreading corruption.
The player may switch between four classes by equipping different magical weapons, each offering a unique combat experience and improving the hero's abilities. Depending on their choice of weapon the efficiency of the equipped armor varies, with the player being able to choose between cloth, light and heavy armor.

The Curse of Chocoland is being developed for desktop PC using the 3D game engine Unity.
All of the 2D and 3D artwork as well as sounds are made by our own team, utilizing state of the art programs by Autodesk and Adobe.

SETTING

Chocoland is a seductively sweet and adorable world made of chocolate and candy. The inhabitants were completely overwhelmed when seemingly out of nowhere a dark force spread over the sugary landscapes. The few survivors found shelter in the capital city and barricaded themselves behind its walls. Over time, the people of Chocoland found ways to mitigate and even heal some of the victims mutated by corruption, but the evil power's source was never completely destroyed.
Prophecies speak of a hero from a foreign world which will succeed in restoring Chocoland to its former innocence.

The Curse of Chocoland presents the player an open world experience which is divided into five different regions. Four of these five regions are hostile to the player, the fifth one being the capital city of Chocoland which serves as a hub world and as a shelter in which they are also able to refill their supplies of helpful items.
Each of the four hostile areas has its own region boss which the player needs to defeat in order to lift their curse.

GAME DESIGN: CLASS SYSTEM

Each class has access to a unique skill tree system. When the player character equips a weapon, they automatically switch to the class this weapon belongs to. The player gains experience for the current class by defeating enemies while using one of the class' signature weapons. Switching weapons before reaching the amount of experience needed for the next level of the related class results in the loss of all currently stored experience. Levelling up resets the experience bar to zero.

MAGE

Mages strife for perfection. For eons they've been trying everything to make the forces that create and hold the world together rally their call. Mostly though, they are bored and ego driven people and their only entertainment comes from triumphing over their competitors.
One of the greatest achievements for a Mage is completing the no-damage-challenge. Landing five offensive spells in succession without being hit will impress anyone watching the Mage perform their task, granting them a much-needed ego boost which in turn focus their thoughts even more and will give their next damaging spell a triple damage buff. If they get hit by an enemy, the counter will be reset. Using defensive spells will not interrupt nor reset the chain.

Mages have a lot of spells that require a long time in the casting stance so they are unable to move or attack. A good Mage player will have to analyze their surroundings before engaging into a battle since staying in a safe position is vital to get the triple damage buff.

PRIEST

The Priest is a religious person that wants to bring light and justice to the people of Chocoland. As the corruption spread across the lands, blasphemy spread with it. Most of the Priests and their leaders were eradicated and only a few ones survived with the mission to bring hope back in people's hearts. Since this was hard to accomplish by just sharing their beliefs with people, in those times of trouble some Priests started to control the population using dark magic.

With this background, the Priest is able to switch between light and dark form while being out of combat, granting them access to different spells. In light form the Priest uses mana to cast spells while being in dark form grants them the ability to use their own health as their resource to unleash magic on their enemies.
That being said, it is essential for the Priest to switch between forms regularly. In light form they are able to endure injuries through healing themselves or enemies (therefore curing them from corruption) while in dark form they are able to deal much more damage at the risk of killing themselves in battle. To be a powerful Priest the player needs to find a good balance between the two extremes.

ROGUE

The Rogue class plays like a fast, single target killing machine that utilizes its hiding abilities and poison to compensate for its lack of survivability.

Because of their highly evasive playstyle the Rogue is not very efficient in using heavy weapons or armor, so these don't extend their ability to survive longer. A Rogue player needs proper experience to drive their Rogue skills to success and accurate use of their abilities to evade damage and enemies.

WARRIOR

The warrior is able to analyze their opponent's armor extremely quickly, giving them a chance of dealing true damage by hitting their weak spots.
Warriors are skilled fighters, their training allowing them to wear the heaviest armor and the heaviest weapons exclusively.

Extensive battles are the life of a Warrior. Being able to leap into combat as a response of blocking the attack of an opponent makes them fairly mobile. Utilizing large but slow weaponry allows them to deal devastating damage to unsuspecting enemies.
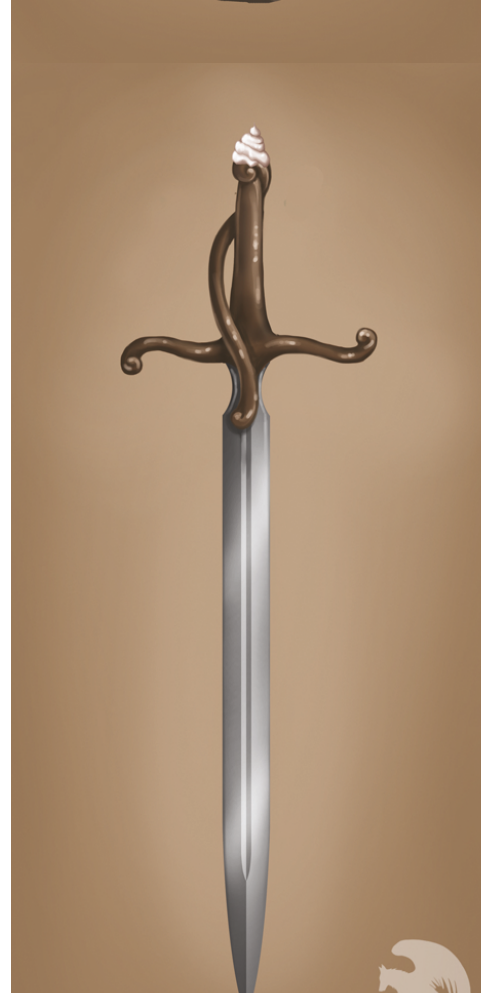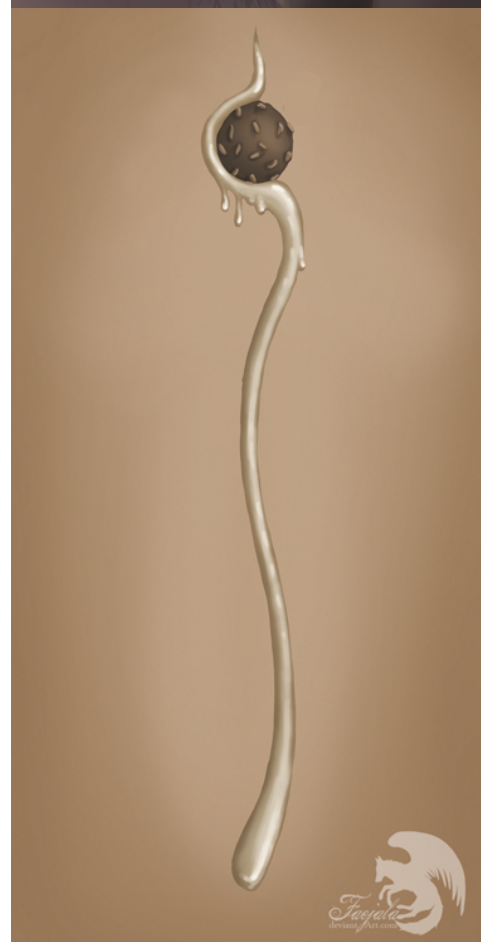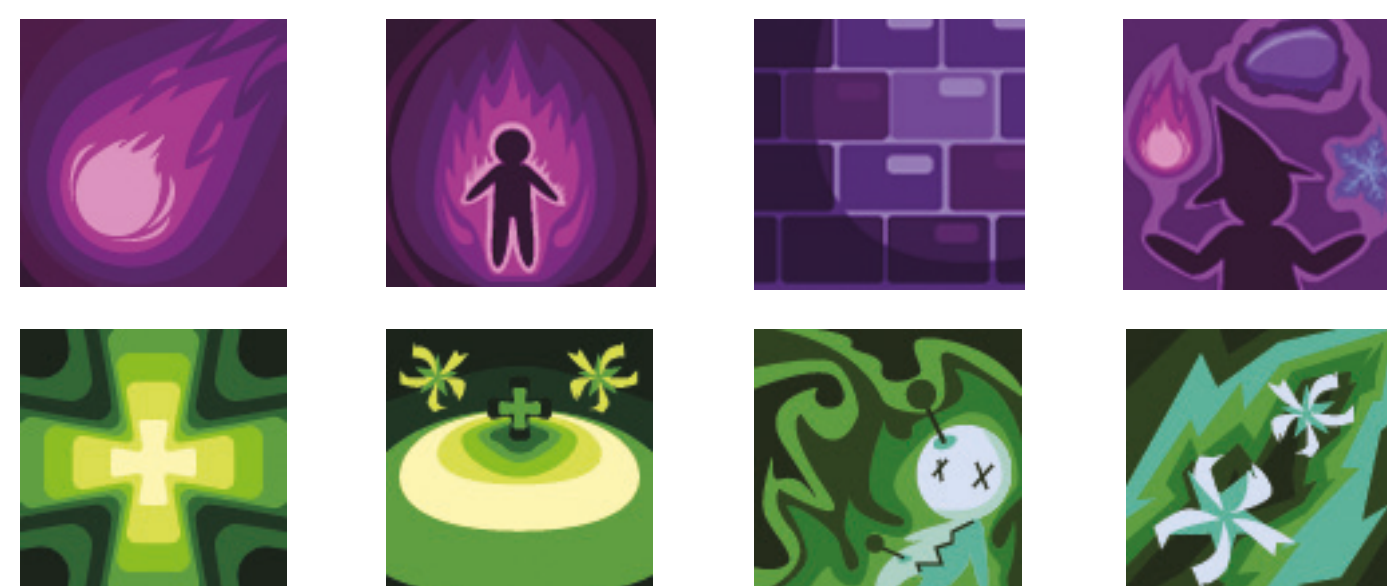
ART STYLE

All assets in Chocoland feature a low-poly style combined with hand-drawn textures. Exploring different techniques and workflows we used several programs by Autodesk and Adobe to design, create and texture game objects.
The atmosphere in Chocoland is sculpted by combining creepy and cute forms and colors, with enemies showing more signs of mutation caused by corruption the further away the hero travels from the sheltered capital city.
While focussing on structures and creatures primarily made out of chocolate, we complemented these with other materials often associated or combined with chocolate, such as sweet baked goods, wrapping paper or fruit, while maintaining an overall magical and lighthearted motive.

DEVELOPMENT

The developers handle the technical part of the project. This includes programming the game with its features and gameplay logic as well as creating builds. They also set up a website and trailer.

The Curse of Chocoland is being developed for desktop PC using the 3D game engine Unity and the programming language C#. All development assets where created by our team, including an inventory and skill system.
A console version is planned for the future, but not considered a necessity for this semester.

PROJECT MANAGEMENT

The Project Management is responsible for all organizational matters concerning both the different departments and individuals. Tasks, Meetings and Milestones are set up in terms of time management.
Project Management also handles inter-department communication. If a problem arises within a department that can not be solved by the department itself it's the responsibility of the Project Management team to consider the problem and help to find a solution that does not endanger the schedule.
The Scrum Master ensures that Scrum is understood and enacted. A Scrum Master does this by ensuring the Scrum Team adheres to Scrum theory, practices and rules. The Product Owner is responsible for managing the product backlog and maximizing the value of the product and the work of the team.
JIRA is our tool of choice when it comes to managing the project, assigning and keeping track of tasks. It also gives an overview of the progress the project makes.
We used Scrum with two week sprints and had regular meetings for each department as well as the whole team once a week.

RESULTS

At the end of this semester we want to have a functional game with at least one complete region, one enemy and a boss as well as one playable character class. The art will be completely created by our own team and the assets from the Unity Store switched out.

OUR TEAM

Jenny Neuhard	-	Project Management, Scrum Master, Product Owner, Development
Sebastian Wachter	-	Game Design Lead, Level Design
Levi Tressel	-	Art Lead, Game Design
Ellen Hartmayer	-	Art
Lena Hieber	-	Art
Vladyslav Trutniev	-	Art
Jafeth van Elten	-	Development
Markus Salmen	-	Sound

Class: Rogue
Rank: 0
Class Level: 0