

Metamorphosis An Action-Adventure Shooter Game

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Abstract:

Video Game is an electronic game that involves interaction using different electronic mediums such as computers, consoles and mobile devices. Video Games are playing a big part in the entertainment industry as a form of leisure, advertisement, treatment, training and simulation, education, and a new form of art and literature. Video games are the new form of adventure books, where people will play a character in a story that will immerse them to a whole different reality. They are also a form of escape, where people tend to go to in times of despair, boredom, or simply bonding with others. Playing video games can enhance someone's hand and eye coordination, it can let anybody experience a new story, sometimes it let's people discover something new and learn from it, and maybe pick up a moral lesson and use it as an inspiration or philosophy in life. Video Games can tell a story and the player can play the part of the main character by giving him life through decisions and actions. Metamorphosis is an action-adventure shooter game, where the player will follow a narrative and discover the story behind the main character, Abeo, the Mega Bunny. The game will revolve around a storyline telling a tale about the adventures of Abeo and his quest to defend the citizens and stop evil to promote peace. The game's story is in a fictional setting where animals are depicted as human like beings. This project will be published in the Personal Computer (PC) platform. It is a combination of 2 dimensional (2D), 2.5 dimensional (2.5D), and 3 dimensional (3D) arts, where the main levels are created in 2.5D, visuals and cut scenes are drawn in 2D, and some mini games or side quests are in the 3D space. Other features of the game includes a visual novel representation of the metamorphosis story depicted in the cut scenes and some choices that the player can make in game, mini games or side quest where the player can earn more currency points that can be used on enhancing the main character's equipments and status, a combat system that is mild and non violent yet immersive and challenging, and a plot twist that can add fun to the game's funativity.

A closed beta evaluation of the game is currently being conducted to test the immersiveness, quality of assets, and the experience level of the game play.

Keywords: Metamorphosis, Action-adventure, immersive, Video Games.

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I. INTRODUCTION

A group of deviant animals in Kubelia forest designed the greatest weapon to defend their home from the threats of humanity, who seek resources by destroying the forest.

Metamorphosis is a game based on a narrative or a story that teaches its players the importance of the

forest and how the animals are going to protect it from the threats of humanity. This type of gameplay can be identified as a story telling game where the player follows the path of the main character as the game events reveal the story of the game. The most popular modern storytelling games originated as a subgenre of role-playing games, where the game rules, mechanics, objectives, and statistics are

heavily de-emphasised in favour of creating a believable story and an immersive experience for the players and the readers. Adding story to a game can identify its target audience and can become one of its unique selling point, including the character which is a commodity in terms of marketing. Game Stories can be the reason the players play the game as it becomes a form of their escape and inspiration.

Shooter games are a subgenre of action video game, which ideally tests the player's spatial awareness, reflexes, hand and eye coordination, and speed in both single and multiplayer environments. Metamorphosis belongs to a subgenre of the shooter subgenre called Shoot 'emUp. A "shoot 'em up", also known as a "shmup"[1][2] or "STG" (the common Japanese abbreviation for "shooting games"),[3][4] is a game in which the protagonist combats a large number of enemies by shooting at them while dodging their fire. The controlling player must rely primarily on reaction times to succeed.[5][6] Metamorphosis is a combination of action adventure role playing game but it does not promote violence instead the awareness of the current situation in our forest systems.

The Metamorphosis game aims to become a fun and enjoyable game for all ages as it showcases an immersive story about how animals strive to defend their home from threats and invaders, and become an advocacy that promotes the preservation of the forest systems and the animals that live in it. The story can create a relatable experience because for people, defending or home is one of the most important thing that we can do. This study will be used as a tool in determining the target audience for the game Metamorphosis. This is a pre-production test that the developers will use in order for them to identify the areas of improvements and strengths of the game, and to enhance the final version for production.

II. LEVEL DESIGN

Game Concept.

Metamorphosis set in a fantasy world called Kubelia, which has two cities called Ace Heart, and the Southern Glory Heart. The player will be playing

as Megabunny as he explores the world of Kubelia and unravels the story behind the secrets of the world and return to his original form. The player must defeat the enemies and complete missions to progress through the game. The game can be categorized with genres such as action, adventure, role playing and shooter. Metamorphosis is a horizontally scrolling shooting game also known as "side-scrolling shooter", where the action is viewed side-on and scrolls horizontally.

Target Audience.

Metamorphosis is intended to be played by teens of any gender, especially those who enjoy fighting, role playing games, exploration games, shooting games, and PC games.

Game Flow.

The game will start with the player on the main menu with the option to pick either the Campaign or the 3D Mini Game. Once the game starts, the player can now explore the world of Kubelia through the different levels of the game. The game will have multiple levels wherein the player needs to search for items to upgrade the character status, skills and abilities. In order to progress, the player must find to items that can be used to unlock doors and portals. The objective of the game is to defeat all the enemies and reach the end of the level map. Animated cut scenes will be used to show the story of the game and will be played throughout the game.



Objectives.

Explore the game world, defeat enemies, find and unlock items, and unravel the story of the game.



Narrative.

A year ago, the animals created an alliance called Kubelian Animals Freedom Fighters, including Bunny and Harvey. Each month, they travel to Ace Heart via truck of the loggers. Kubelians only visits the forest once per month to gather resources such as woods and other materials. Since the loggers' truck parked in the forest, the KAFF scout team ride at the back of the truck stealthy inside the truck, with only sword and shields. The loggers arrive per month that's why the scouts took 11 months to gather materials for Dr. Louie, a genius rabbit. The KAFF believed that the humans are evil because they are destroying their homes. Dr. Louie decided to create an armor suit that can stand human weapons, to stop humans in entering the forest. However, he required certain materials to gather exclusively in Ace Heart, so he asked for volunteers to gather for him. The KAFF planned to release the soldiers but MegaBunny said that they need at least one hostage hunter. Harvey said that KAFF is not meant to be evil. Dr. Louie added that MegaBunny was only driven by rage. All soldiers were freed. Dr. Louie and KAFF team discussed the sudden increase of big animals. The team will investigate the forest for clues. MegaBunny discovered a hidden place full of imprison animals and armored guy with an Ace Heart logo. It releases Lux Magna. After defeating it, MegaBunny released the other animals and returned hurriedly to the main camp. He said about what he saw earlier then before they even go, they heard a gunshot from the south, the hunters.



III. GAME MODE

Campaign.

The player will set out an adventure on a 2.5 Dimensional platformer game where the player follows the main story of Metamorphosis, collect key items, defeat enemies, trigger cut scenes, and make decisions.



Mini Games.

The player can play a special 3Dimensional level that allows them to collect enhancement items and currency to upgrade the character status in the main campaign of the game. Mini games are also considered a challenge level and a special feature of the game. This level does not affect the main story of the game.



Characters

Abeo aka Mega Bunny is the main character of the game.



Illegal Loggers are the common enemy of the game.



Other Non-player controlled characters and supporting characters.



IV. CONCLUSION

Based on the closed beta evaluation the game, testers liked the narrative and gameplay of Metamorphosis and listed the aesthetics as areas of improvements. Before going for publication, the developers will improve the quality of graphics such as UI, 2D and 3D models, Sound Effects and add more options on the mini games. 90% of the testers would play the game again if the areas of improvements are fixed and redesigned.

An estimated time of 3 months would be enough to improve the game. The following are the list of improvements that the developers will implement: A longer gameplay that can tell the whole story of Metamorphosis with more cut scenes and a better character build up; Enhanced Graphics for the UI, and 2D and 3D models; Character upgrades and animation; Sound effects and background music; monetization; and a multi-platform build for PC and mobile.

Schedule of development:

	Day 1	Day 2	Day 3	Day 4	Day 5	Day 6
Week 1	Revisiting the GDD		Enhancing the narrative			
Week 2	Redesigning the 2D Environment					Assembling the assets in the game engine
Week 3	Redesigning the 2D characters					
Week 4	Updating the UI elements					
Week 5	Redesigning the 3D Environment					
Week 6	Redesigning the 3D Characters					
Week 7	Updating the UI elements					
Week 8	Updates on the Codes					
Week 9	Testing		Bug Fix		Testing	
Week 10	Post Production Process			Testing		Optional enhancement

V. REFERENCES

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