

The Bane of the Ancients:

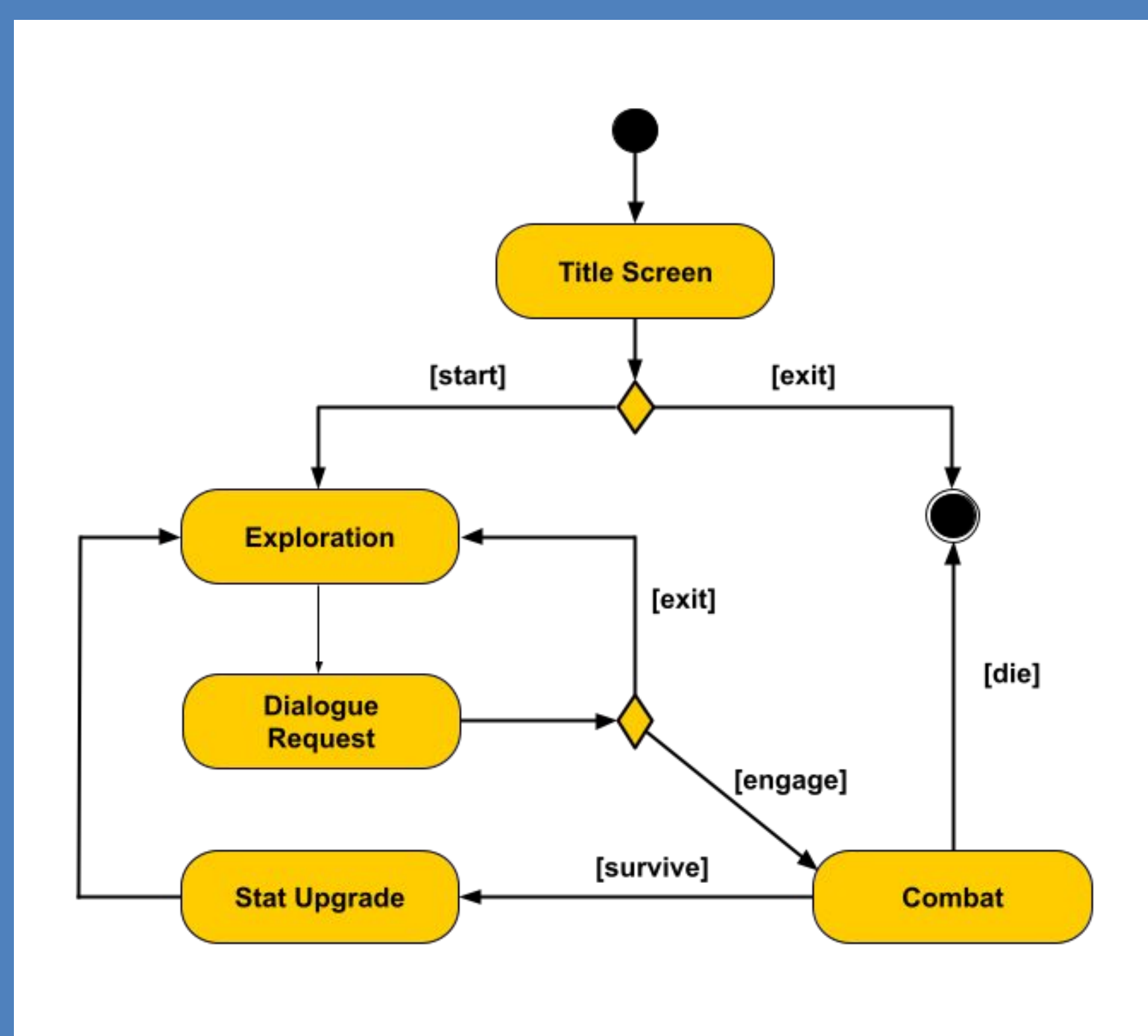
A Software Adaptation of the Tabletop Role-Playing Adventure

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Abstract

This project is the adaptation of a tabletop role-playing experience into an interactive computer program, emphasizing compelling storytelling, world-building, combat, and player choice. The story provided by the customer, "The Bane of the Ancients," was initially designed within the Dungeon Crawl Classics framework. Translating this design into a digital format required many creative and technical additions to the original concept, including sound and art design, music composition, world-building and structuring, and the development of interaction mechanics and physics. The digital experience was built using the Godot engine for its ease of adoption in regard to the chosen style. The software utilizes a top-down art style to convey storytelling and interactive elements. The creation of the software followed an agile development cycle with two-week sprints to allow for flexibility and efficiency while working closely with the customer. The scope of our prototype was limited to the first act of the written story so that sufficient time and resources could be devoted to implementing all requested features.

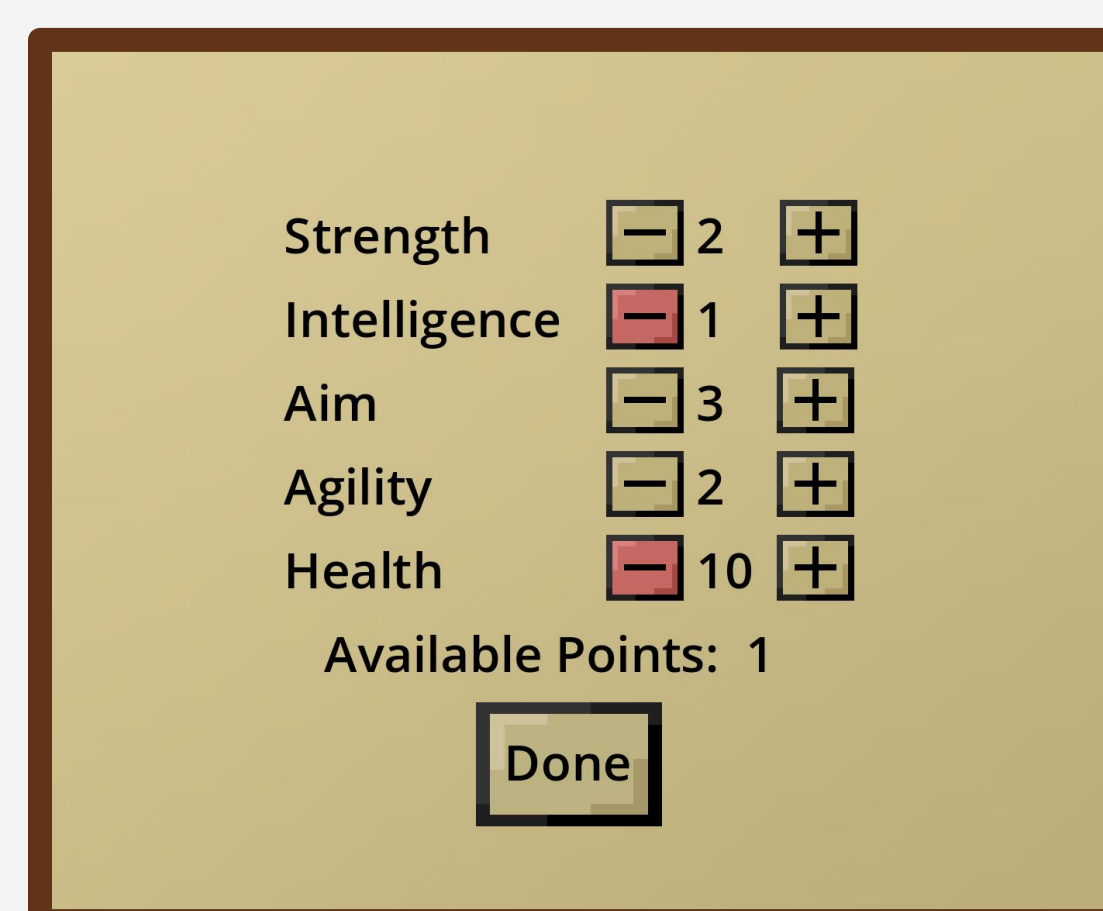
Activity Diagram



Interactions



Text-based Dialogue: This interaction appears periodically throughout the adventure to create branching narratives in which the user's choice impacts the trajectory of the story.



Stat Selection Screen: This screen frequently appears after clearing areas or completing interactions to allow the user to customize their experience.

Acknowledgements

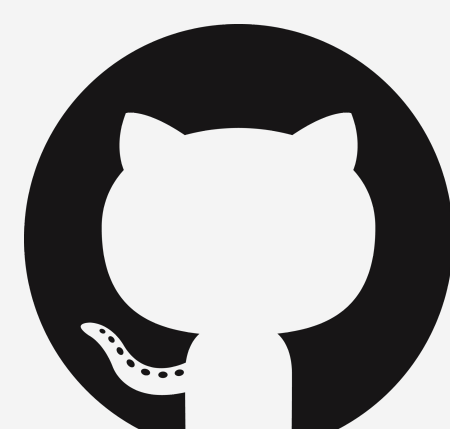
Prof. Martin Buinicki, Ph.D., Dept. of English
Prof. Nicholas S. Rosasco, DSc

Tools



Godot

Game Engine



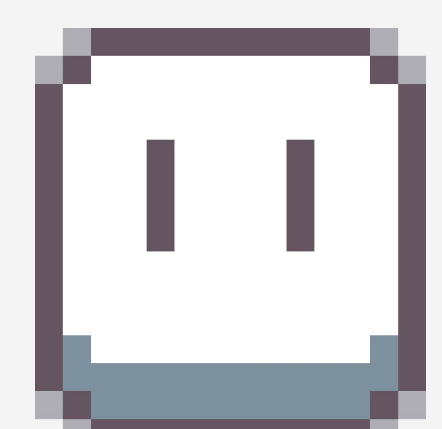
GitHub

Version Management



Logic Pro

Music Production



Aseprite

Art Design



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