

Directing a Player With Landmarks

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An attempt to have non-player characters give directions to a player without saying “I’ll mark it on your map, compass and HUD.”

An Old Idea Renewed

Text based directions for the player is not a new idea, however it’s not been done for a while. Computer games, notably role playing games (RPGs), have been moving away from descriptive directions, which were usually hand typed, in favour of easier to program mini-maps and way-points which float on the screen.

This project will attempt to revive the old text based method of guiding players through games by having the computer write the text..

Objectives

To redevelop an old method with modern technology in order to create a more immersive experience for the player. Achievement of this will be evaluated through questionnaires given to test players.

Secondary, to encourage players to look at the game environment, possibly giving players a greater appreciation for the game world which has been built

Data collection will be qualitative and quantitative, collected from the game and test players respectively.

Requirements

- Computer to run the mock game
- Mock game which implements the text direction generating algorithm
- Questionnaire to gather results from tester players
- An implementation of a path-finding algorithm, this will be used to make the text directions

Method

Development will take an object orientated approach where each prototype of the algorithm will evolve into the next one, with the design documentation being amended after each generation of prototype. This is a hybrid methodology which takes ideas from the rapid prototyping and agile methods.