



FA(GA)_MILESTONE-1

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T192-001



END-SEMESTER EXAMINATION (ESE)
School of Technology for the Arts, Design and Media

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This form must be completed, signed and submitted with the assignment.

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- I have not made use of the work of any other student(s) past or present. This includes any of my own work, that has previously, or concurrently, been submitted for assessment either at this or any other educational institution, including any school.
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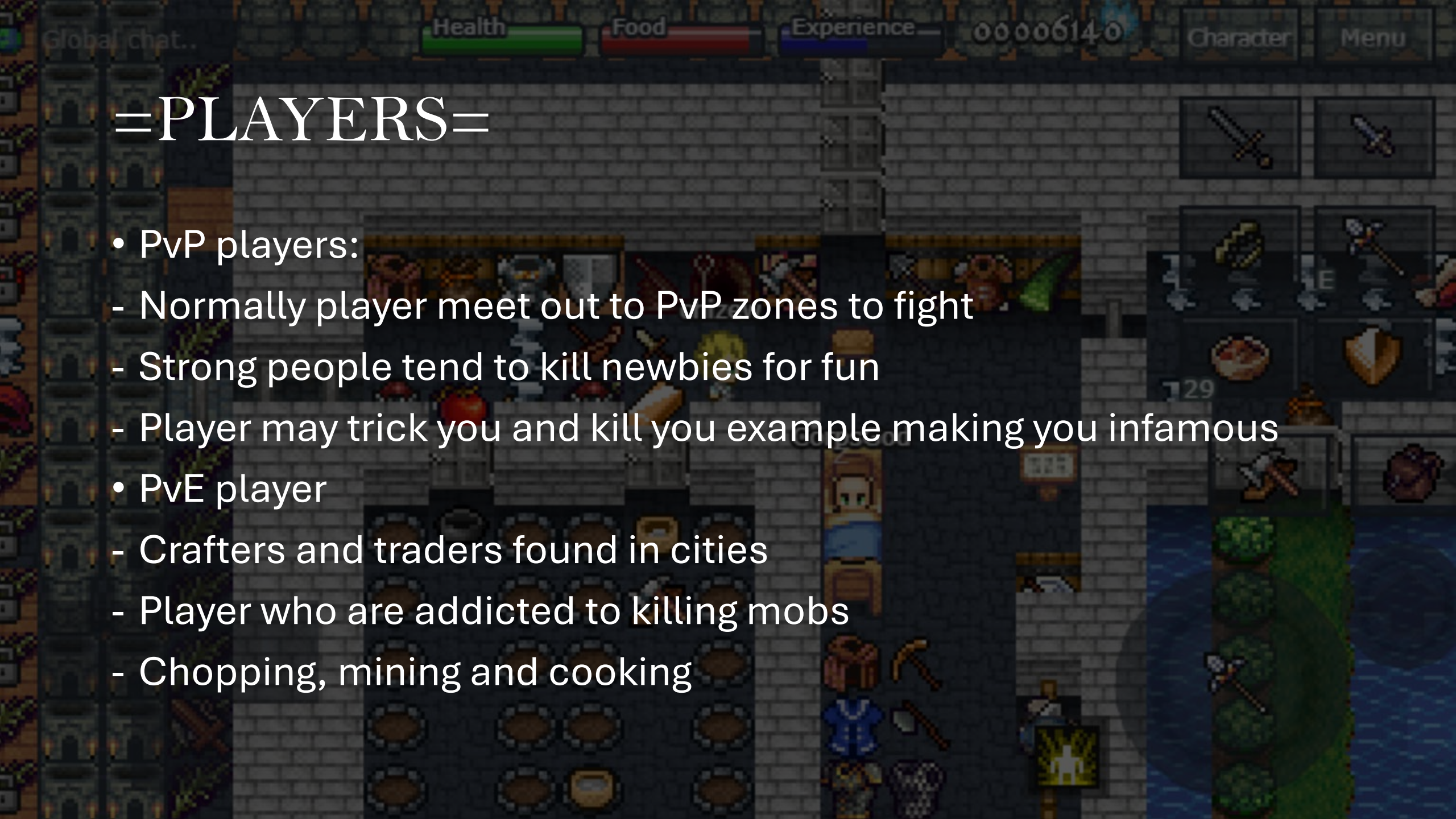
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Mystera Legacy

GAME: MYSTERA LEGACY



START YOUR ADVENTURE NOW



=PLAYERS=

- PvP players:
 - Normally player meet out to PvP zones to fight
 - Strong people tend to kill newbies for fun
 - Player may trick you and kill you example making you infamous
- PvE player
 - Crafters and traders found in cities
 - Player who are addicted to killing mobs
 - Chopping, mining and cooking

=OBJECTIVES=

- Not much game objective mostly player driven
- Player may want to kill bosses like Serpent mother, Skeleton king, Knight commander, Pheonix which are all the bosses so far
- Some players like to reincarnate so their called carners. Their goal is to get maximum reincarnations like 200+
- If player are not carner they will be ascenders who farm mysts to break their level cap by +5 each upgrade
- Common goal of player is getting max level for all skills which is Lvl 100
- Theres a leader board so player will dream of getting there pretty impossible if you ask me

=PROCEDURES=

- STARTING ACTION

- Player introduce to newbie village.
- Player learns to kill stuff like rats. Then player introduce player to chopping and farming to craft an equipment
- Player can get out of newbie village at Lvl 5
- Actually more to newbie village but depends on player follow newbie quest or explore

- PROGRESSION ACTION

- Reincarnating or ascending
- There are a bunch of skills in Mystera chopping, light armour, crafting etc.
- Players hunt for monsters to get myst which is a currency for them to upgrade their character in the upgrade shop (Character > Upgrades)
- Player level skill through fighting mining and etc. Basically everything you do is kind of a skill even walking
- Player either craft or buy equipment to get stronger. Also levelling character level and character skills. (Level mean nothing pal skill level is more important)

- SPECIAL ACTION

- Well more of special places like the Arena and the Underworld. Underworld kill mob lower level you go the harder but more reward. Arena is PvP or PvE depend on what player pick
- Seals to prevent equipment from dropping
- Runes → Ancient, radiant, humming, stained, glowing

- RESSOLVING ACTION

- Player die will loose some loot. BUT if player die with infamy (means breaking into others door or hitting someone who is like no infamy) the loose most of loot maybe like 1 or 2 inventory slot not lost

=RULES=

- Only can fight or flag for PvP zones
- If you hit player with no infamy you get infamy. If you do it in market square guard will kill you (if you new you basically get tapped)
- In safe zone you can't flag for Pvp I mean u can but there special conditions like if u build anything and someone blocks it you can destroy their structure or you can flag PvP to kill other player pet in safe zone but you will get infamy
- (Repeat) If player die they loose loot if in infamy mode u loose most of your stuff
- Player can only equip shield with one-handed weapon, two-handed cannot have anything else equipped



=RESOURCES=

- There are a lot of resources in Mystera like wood, stone, bases etc.
- Player currency is mainly gold. They rarely ask for silver mostly gold or trade item for item
- Life stocks kind of like player trap animals to make farms
- Bases and guilds are of utmost important resource in the game if you are guildless or your guild is not affiliated to top guild you are literally decimated like you build base in PvP zone next day your base will be gone
- Myst which drops from mobs
- HP, Food bar

=CONFLICTS=

- Mostly players wage a lot of wars haha. Player form guild in PvP zone build base. Guild rises and most of time top 1 and top 2 guild are fighting after fight either merge or other party guild destroyed and they become wanted which we term KOS but now new gen I think don't have already
- PvE zone oh the trade war. Players may intentionally drop price to attract people take over territory rapidly to build massive shops
- Maybe underworld and bosses as the bottom level of underworld are hard and if you are not like level 100 or above you basically get tapped by boss

=BOUNDARIES=

- Physical boundary:
 - Game is played on mobile phone, computer, ipad
 - Game is a website like Play Mystera Legacy | Mystera Legacy
- Time boundary:
 - No time boundary depend on player if they got time they play
 - Play as much as you want even whole day also can
- Conceptual boundary:
 - PvE or PvP zones
 - Which player are wanted everywhere

=OUTCOME=

- Win war
- Be in top guild and ascend to leaderboard with guild's help
- Kill player what most high level players do

CORE DYNAMIC: SANDBOX MMORPG

Build walls and towers
to defend your home!



Action

Pickup

Drop: all

Build

=ACTION=

- Walking left, right, up, down and hitting
- Interacting with resource nodes such as trees, stones water bodies
- Hitting mobs (most players run when do to decrease getting hit)
- Crafting to get myriads of things like health potion, armour or weapons
- Building to build walls like wood or stone walls (Dragon scale it make it tougher)
- Repairing gear with crafted repair kits (grants repair xp)
- Players do specific actions to train specific skills like shield block they will allow low damage mobs to hit them like hornets and the person who want to train heal will hold a bandage to heal the training shield player
- Player can flag for PvP in PvP zones to attack people but will get infamy if he hit non-infamy players. Player can attack infamy players while not flagged
- Player can form guilds to team up

=GAMEPLAY=

- Guild merges for whatever reason
- Guild wars where 2 guild intentionally provoke each other verbally or killing their members.
- Well raids where group of people destroy your wall in PvP zones or where people intentionally place doors on cracked walls of inactive player's house in PvE zone so that if the wall decay they can be the first to break in
- Killing mobs, farming for resources, killing players too
- Doing any action to level yourself up (but actions with no xp is adopting or training a pet, feeding and breeding animals haha)

=EXPERIENCE=

- Well I have been in the game in a span of 5 years or so game is pretty fun if you like to grind to upgrade yourself ascend or reincarnate
- But it will be extremely frustrating for a newbie to be in PvP zone as the moment you step in u get lured to die or you just get killed and you loose your items
- If you not affiliated to any guild and you live in PvP city you will be 100% frustrated as there are players and mobs like Chaos and Orc who will raid your base
- In PvE zone nothing much but serenity that you get from PvE zone make you not able to flag for PvP in PvP zones so you can only kill player with infamy
- When I was new I was dead broke so I sneak into PvP zone to mine gold but sometimes caught and get killed haha
- Last time pinecones were huge like newbies farm pinecones to earn gold but of course its slow (Drop from remanent of a tree[resource node])
- The thrill of killing if you are a killer but hard to kill as everyone in server is like easily 100+ levels unless you high level too of course
- When I joined big guilds (most of time live in PvP zone) I can really flag for PvP as I lived in PvE zone and had like 42h of serenity
- Wars are fun but are gruesome sometimes especially if you get betrayed
- Once I was a top 6 guild leader in US west 2 server and I got betrayed. All the hard work gone pretty much pissed me off

=REFERENCES=

- [Mystera legacy pvp: Sea2 and europe pvp](#)
- [Mystera legacy - a chill day](#)

GAMES: HERO WARS



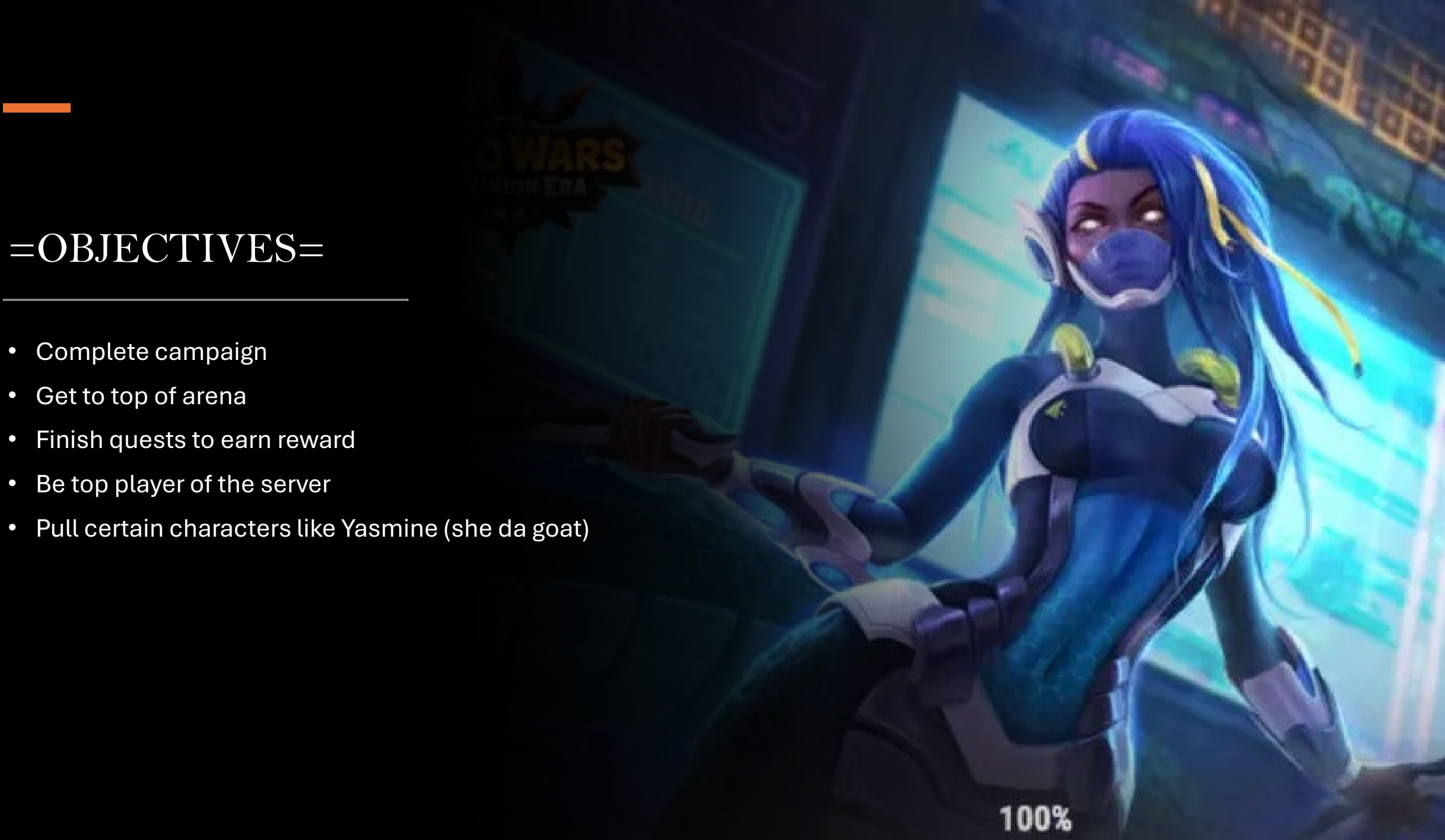
=PLAYERS=

- The game itself is a mix of PvP and PvE player cant really choose
- A lot of players pay to win (somehow more suc than me...)
- Mostly only Pay to win and some free to play players



=OBJECTIVES=

- Complete campaign
- Get to top of arena
- Finish quests to earn reward
- Be top player of the server
- Pull certain characters like Yasmine (she da goat)



100%

New Hero

=PROCEDURES=

Lian

level: 1 ★★☆☆



- STARTING ACTION

- Player introduce to newbie village.
- Player go through tutorial on how to do campaign and how to upgrade hero rank



- PROGRESSION ACTION

- Player continues to grind campaign and unlock new things on the way example arena etc.
- Player pull hero from soul atrium (last time was a chest haha) to get new heroes and hero shards
- Participation in certain things like the arena or the outlands earn players points to buy item in certain part of the shops
- Player unlock guild will be able to access titan and pets to boost combat power
- There are expedition which help player earn artifact coins and materials



- SPECIAL ACTION

- Pay to win



Read hero's story

- RESSOLVING ACTION

- Player get defeated or turn out victorious

Great!

A background image featuring Woody and Buzz Lightyear from the movie Toy Story. Woody is on the left, looking concerned, and Buzz is on the right, looking surprised with his arms outstretched. The scene is set in a dimly lit room with some stars visible in the background.

=RULES=

- Player can only do campaign with enough energy
- Player can only pull with enough token or gems
- Player can only go to next level after finishing their current one
- Character die once hp reach 0
- Some things are restricted top VIP people

RULES EVERYWHERE

=RESOURCES=

You already own this titan

You get 30 Soul Stones for this titan!

Sylva

- Material drop from campaign used to upgrade heroes
- Skill points and gold used to upgrade character skill
- Chest dropped or through Gift codes
- Different currencies like outland coin, arena token, friendship tokens, artifact coin, gold, diamond which allow people to buy stuff in different section of shop
- There a new pass system now player can earn resources there
- There events and daily login which give players free stuff whether gems or gold

OK

=CONFLICTS=

- PvE where player do campaign and fight mob and complete objectives like no heroes die to achieve 3 stars
- PvE also the outland, tower and guild dungeon where player fight to go to next level
- PvP be arena or competing who has the highest titan for rewards
- Guild wars where player fight each others' defence trying to break through it
- If player were to quit and comeback they can't really catch up as server level will be different

=BOUNDARIES=

- Physical boundary:
 - Game is played on mobile phone, computer, ipad
 - Game is a website like Hero Wars | Online action game | RPG (just note not the same as app)
- Time boundary:
 - No time boundary
 - Play as much as you want but if you finish like everything to do that day then there like nothing to do
- Conceptual boundary:
 - There isn't much conceptual boundary as mostly everything is like rules of the game itself. Maybe some guild will be like cannot attack your own guildmate in arenas that's about it



=OUTCOME=

- Player win or loose
- Player one top of leaderboard
- Player finish campaign
- Player in top 1 guild





CORE DYNAMIC: FANTASY MMORPG

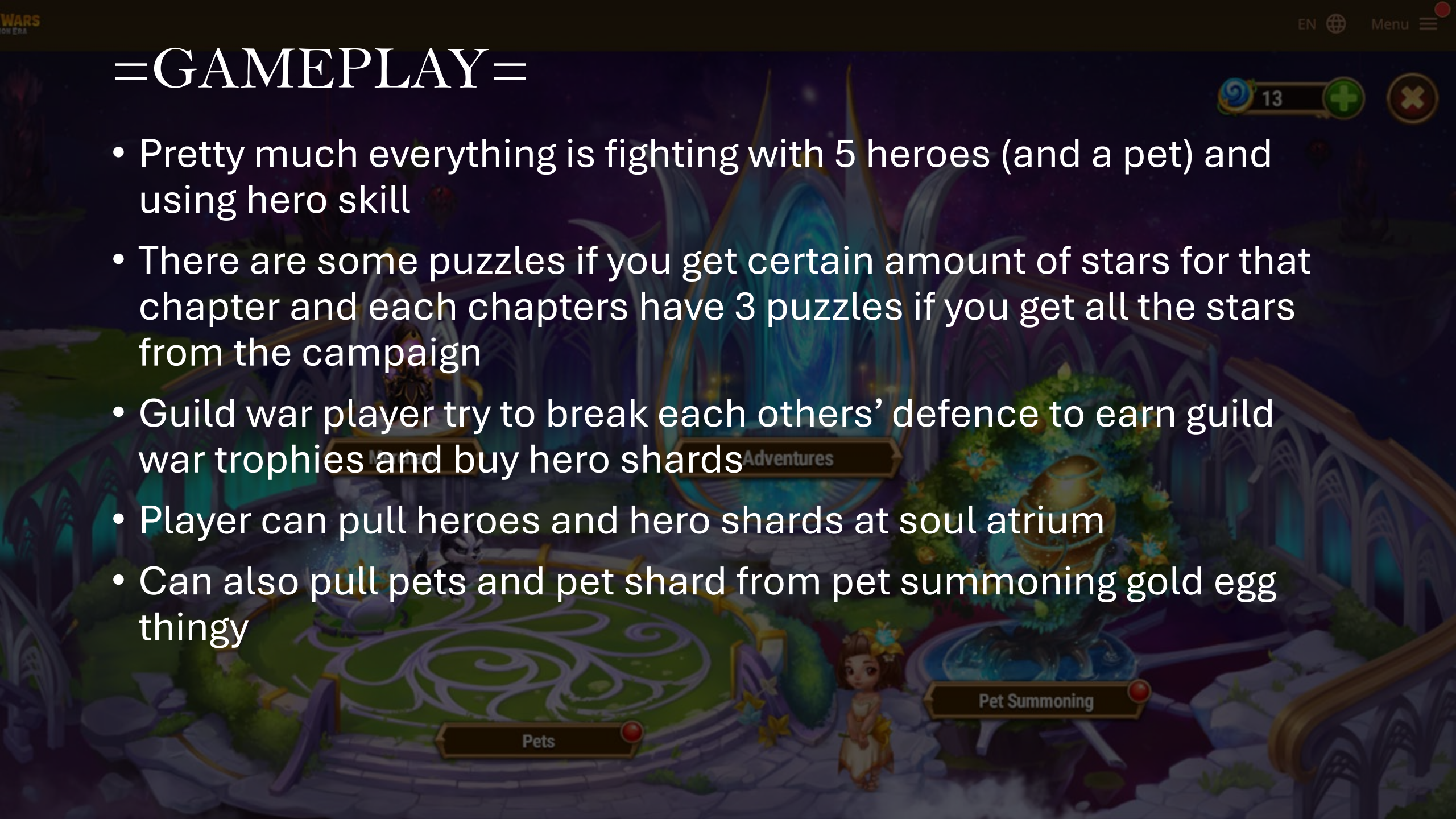
=ACTION=

Chapter 7: Split of Tribes

- Player do campaign fight monster and bosses
- Player fight arena to scale in rank
- Player do outland to earn skin points
- Player can choose to auto fight or don't auto fight
- Player can do expeditions to earn artifact coins and material
- Player can join guilds

=GAMEPLAY=

- Pretty much everything is fighting with 5 heroes (and a pet) and using hero skill
- There are some puzzles if you get certain amount of stars for that chapter and each chapters have 3 puzzles if you get all the stars from the campaign
- Guild war player try to break each others' defence to earn guild war trophies and buy hero shards
- Player can pull heroes and hero shards at soul atrium
- Can also pull pets and pet shard from pet summoning gold egg thingy



=EXPERIENCE=

- Been with this game for 4 year
- Game never fails to please me as its satisfying to see hero damage and how their skill work
- Gacha system like soul atrium also became quite relaxed now so its easier to get hero. This will probably make most player including me much more satisfied
- With cinematic skill clip the game become quite immersing
- Well that being said its super frustrating that your efforts are mostly useless against pay to win people (not I'm jealous just hard to scale in leaderboard with them)
- When player reach certain campaign level they realise they are loosing slowly like few heroes die one by one. Me be like praying healer got her ultimate ready
- Player get stuck at campaign pretty much make me feel like nothing do already arena also hard tower done, outland also too hard
- No energy also frustrating as you can't farm for hero gear

=REFERENCES=

- [Hero Wars Alliance: Dominate with These 5 Unstoppable Meta Teams](#)
- [Hero Wars Campaign - Chapter 14: Path of Madness](#)

FA(GA)_MILESTONE-2

=EXISTING GAME INSPIRATIONS=

- *BAD NEWS*
- Bas News engages player through simple mechanics like choosing what to do with given options
- In bad news there's also some humour in the dialogues created by their developer especially if player intentionally not choose the correct option in a sense.
- Amount follower and credibility motivate player do best to scam people
- At the end of the game there is a summary of what is taught so that will also be a good way to summarise and recap for the players
- There is like high score in Bad News in so it can attract achiever player

=EXISTING GAME INSPIRATIONS=

- *SPENT*
- Similar mechanic to Bad News
- Game currency and Jobs which are not really good make player uncomfortable
- Forcefully making player spent money for very unpredicted scenarios
- Cash management
- For player to see how long they can survive

=EXISTING GAME INSPIRATIONS=

- *WORKING WITH WATER*
- Introduce player to read information about the water processing process like dams, groundwater pump etc
- Player need to plan and build building which take 3-4 year to finish in order to keep up to water supply
- Player also need to know when to fix what and not get emergency repair notices
- Unpredictability comes from algae bloom where even if it is a full durability structure, the algae bloom will still make structure to 0 durability and force player to fix it
- Achiever player type to aim for 3 star and lowest amount of emergency repairs

A conceptual image featuring a golden trophy at the top, held by a pair of hands. Below this, several other hands are raised in the air, reaching towards the trophy. The background is a soft, out-of-focus gradient of light and dark tones. The text is overlaid in the center.

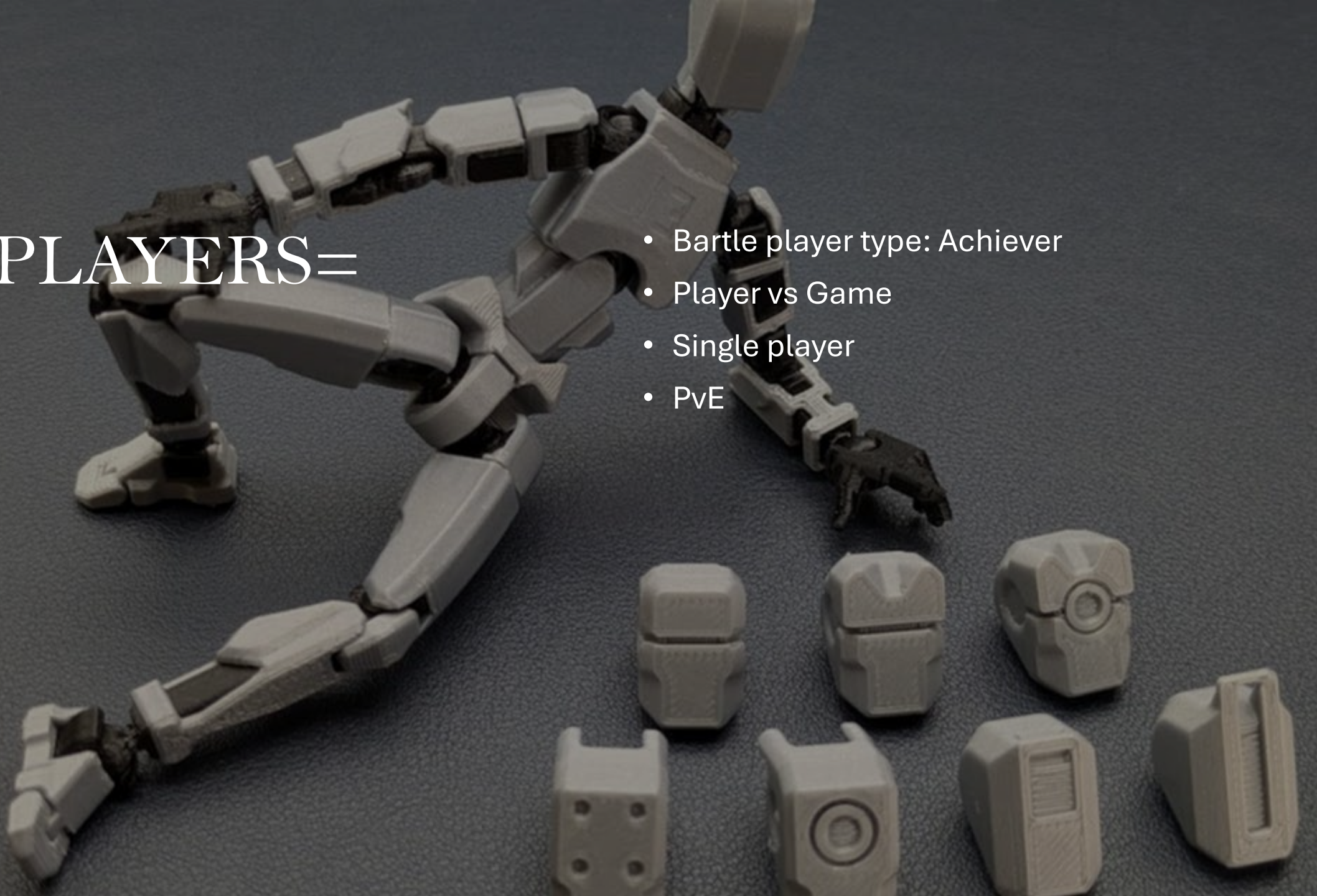
BATTLE PLAYER TYPE:
ACHIEVERS

=GAME CONCEPT=

- Game have simple mechanics like SPENT and Bad News where player choose what to do using the given option
- But we can make the game like 3D and have like NPC, exclamation mark quests
- Give player simple customisable character
- Context:
 - Player is a influencer on clothes products
 - Player is at home and compiled a bunch of old clothes and he/she can choose to throw recycle or donate them
 - Player need to choose correctly to proceed to next scene
 - Slowly guide them and teach them with tiny milestones like first milestone can be “Recycle” or “Donate”
 - If player choose wrong can do like what bad news did use sarcasm and humour to guide them back
- Give player achievement like “recycle”, “donate”, “The eco-friendly guy”
- End of game show them all the things they did items they created and summarise things that has been taught.

=PLAYERS=

- Bartle player type: Achiever
- Player vs Game
- Single player
- PvE



=OBJECTIVES=

- Choose right option
- Get high score and all the achievement badges
- If player want to also can try all the option and see all the different
- Most importantly learn from what is taught in the game

Ah all road will lead you to learn
sustainable fashion



=PROCEDURES=

- STARTING ACTION:

- Show scene of to give player basic understanding of sustainable fashion
- Basic guide to teach player what to do like how to play

- PROGRESSION ACTION:

- Player press options given to continue
- If they press right one they will progress and get rewarded and progress normally
- If they intentionally or accidentally press wrong button they will be guided back to the correct path
- If they continue intentionally answering wrong then there will be a special ending

- SPECIAL ACTION:

- Not much special actions

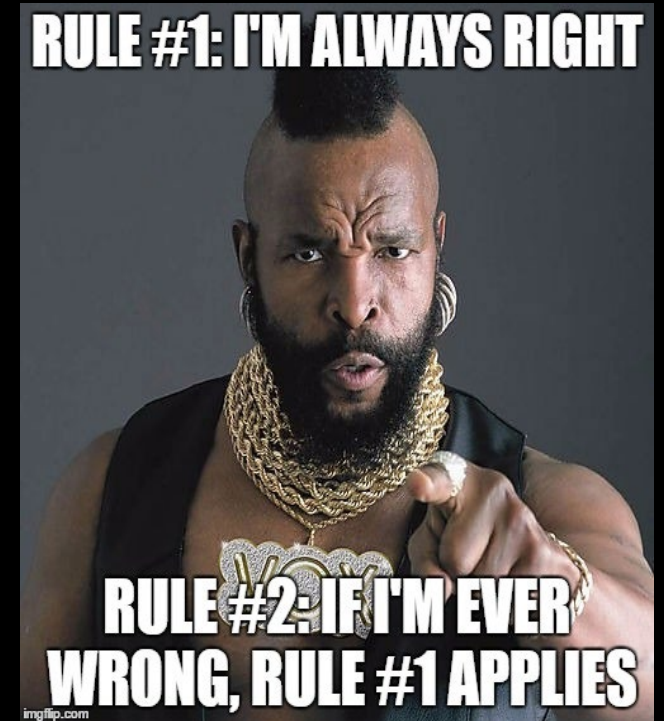
- RESSOLVING ACTION:

- The good ending just congratulating player to learn of sustainable fashion
- The bad ending is the earth is destroyed full of trash and game congrats them of learning what is taught in the opposite way



=RULES=

- Not much rules
- Just read and choose option
- Every right choice +100 score
- Continuous right answer got bonus score awarded



=RESOURCES=

- Score
- Cash
- Influence
- Secret resource: Harm & influence

"SUSTAINABLE"



=CONFLICTS=

- Conflict is what the player want to do destroy earth or save and make it better
- Some element of game make force player make a tough choice



=BOUNDARIES=

- Physical Bound.
 - Force player to make a few tough choice to make it feel more challenging
 - Web-based
 - Design is pick and choose so player may feel limited to express themselves
- Time Bound.
 - Depends on how fast player think and pick their choices
- Conceptual Bound.
 - It's a pick choose good decision and good result game

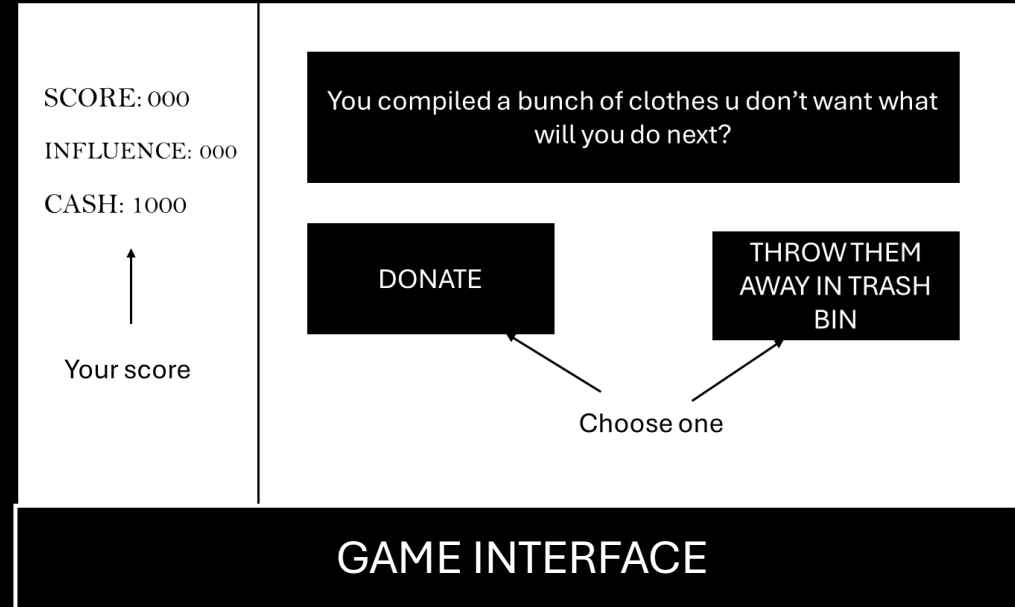
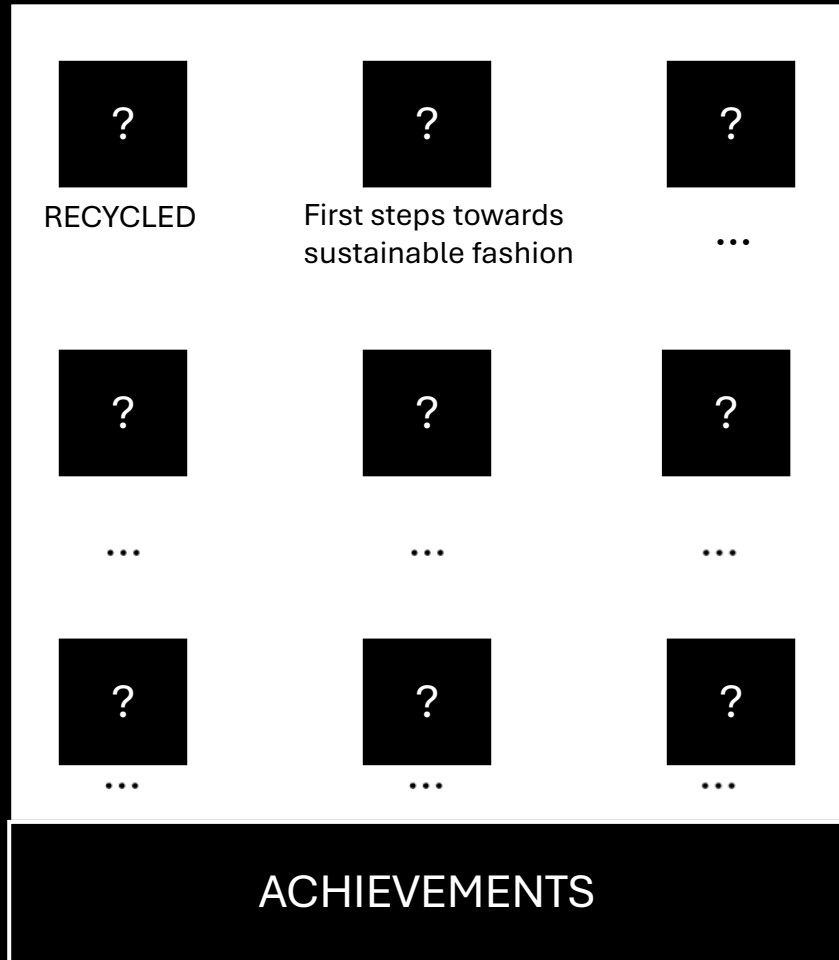
=OUTCOME=

- Mainly for player learn the essence of sustainable fashion and how it works
- Also to encourage them to take part in sustainable fashion
- For people who just play it for entertainment maybe they would want to break their high score, cash, influence and etc
- Two main outcome
 - Good outcome player win, at end save money, know how sustainable fashion works and have influence on people surrounding he/she to do sustainable fashion too
 - Bad outcome if player intentionally want to choose bad option, player knows what's sustainable fashion but intentionally does it opposite, he/she becomes broke and the people that originally was a fan slowly left he/she

=Justifications=

- Game engages player through feedback of what they do example if they get some thing right the earn points
- Achievements to motivate players to complete the objectives
- Easter eggs for player to discover
- Through game and its dialogue players will learn the concept of sustainable fashion and at the same time have fun

=Stretch goals=



ACCOMPLISHMENT:

- About 9 badges
- Last scene will also let player see what they done
- Getting high scores, influence, cash or harm

EPIC MEANING:

- There are about 3 story scenes for the game
- The player is kind of a hero by teaching people sustainable fashion

EMPOWERMENT:

- Game have milestones and player see what they accomplish when the finished the milestone
- Rise or decrease in their scores every right or wrong answer

OWNERSHIP:

- Some part of the game teach player where to actually spent money
- Player build their scores from scratch
- Virtual goods like what the gonna create and need to buy

SOCIAL INFLUENCE:

- There none unless player share game with friends and they compete for highscore

SCARCITY:

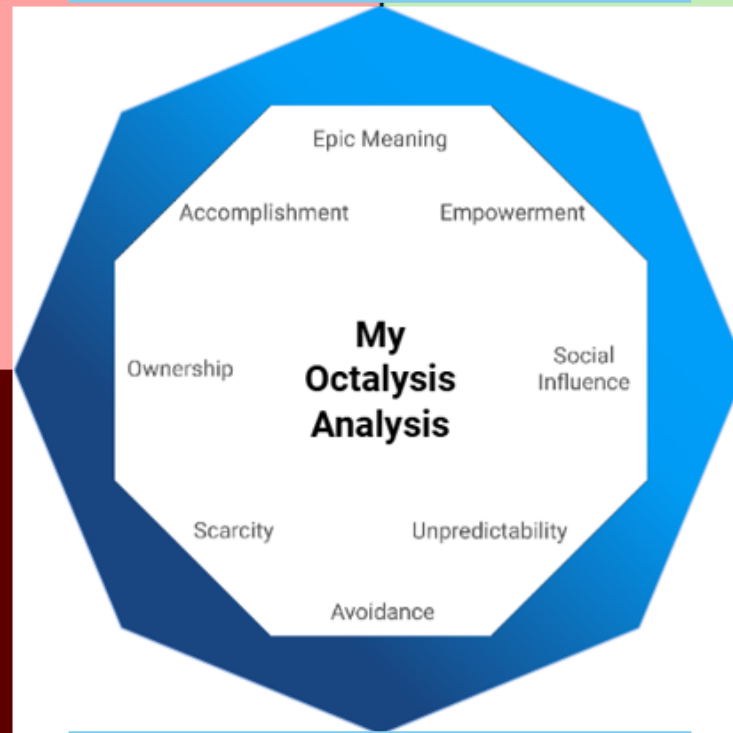
- There no scarcity appliedd

AVOIDACE:

- There is extra point rewarded if player choose correctly

UNPREDICTABILITY:

- Easter egg if player keep choosing wrong choice



=HOW HAVE MY GAME MOTIVATED THE TARGETTED AUDIENCE=

- Through engaging scenarios and texts
- Through high scores and achievements
- Some animations
- Easter eggs if player truly want to explore and achieve everything

=HOW CAN MY GAME DESIGN BE IMPROVED=

- Make it 3D, and the dialogues become like NPC then player do quest and explore the 3D world
- Make game MMO and some part of the quest to need team cooperation to promote some social elements

=2 CHANGE THAT CAN MAKE THE GAME APPEAL TO OTHER 2 BATTLE PLAYER TYPE=

- Making game MMO and creating scenario where a team needs to be formed is excellent for promoting socializer
- Make the game where by the people who want to destroy earth through what they learnt compete against people who want to save it and the people you defeat will be in your profile

Reference

- [How fast, cheap fashion is polluting the planet | The Straits Times](#)
- [How to be more sustainable while being fashionable | The Straits Times](#)

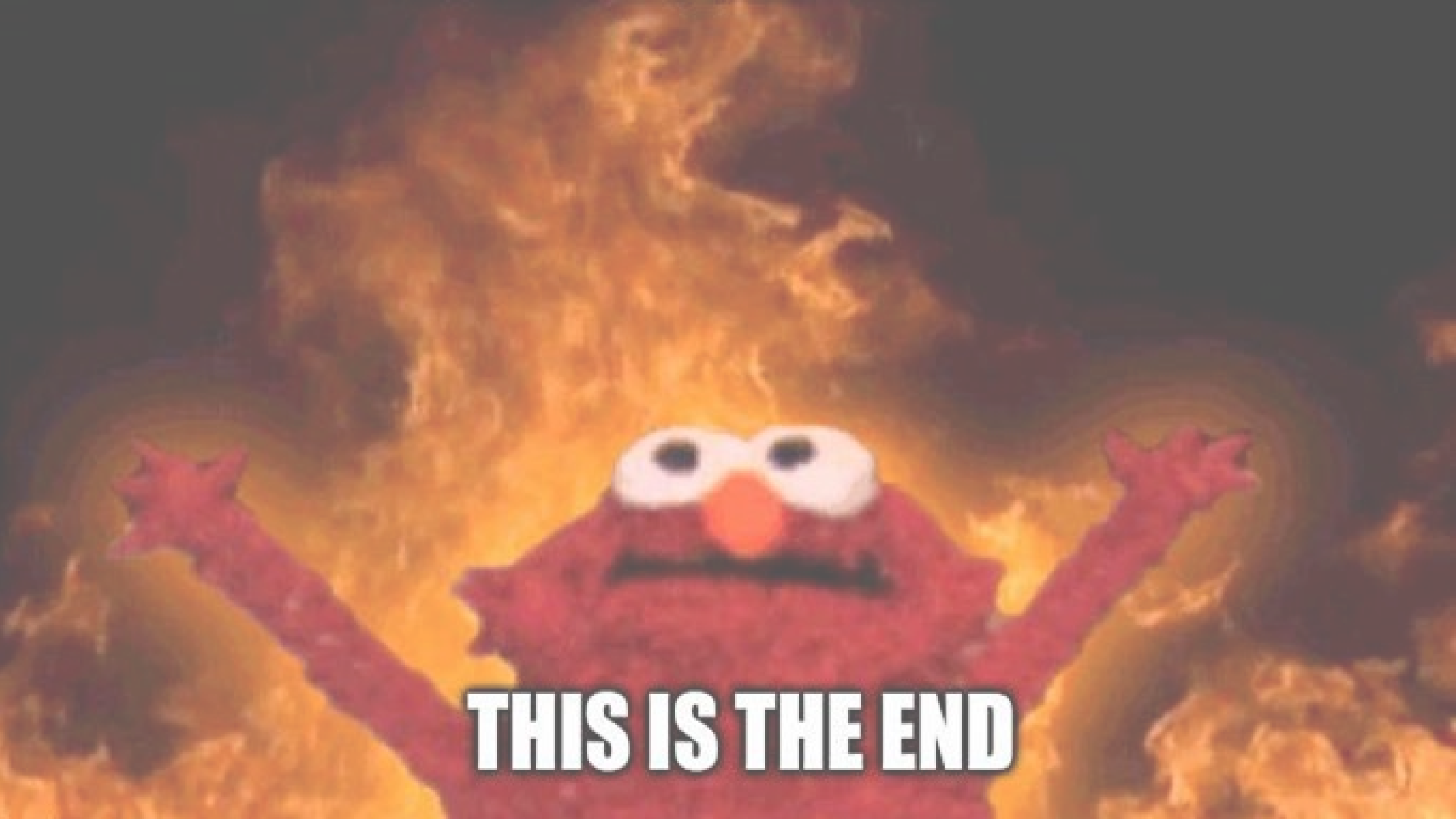
=BASE ON CONTEXT OF SUSTAINABLE FASHION=

- **LEARNING GOALS** ([How fast, cheap fashion is polluting the planet | The Straits Times](#))

- What's the issue with clothing waste
- What's sustainable fashion
- Is recycling or reuse a solution
- Is any of this making a difference

- **LEARNING GOALS**

- Borrow, swop or rent instead
- Buy second-hand
- Don't throw away clothes swap, sell or donate them instead.
- Think before you buy
- Learn to turn unwanted clothes into other useful items



THIS IS THE END