

Unity Simulation RPG



能力値

体力:	20
力:	5
知能:	5
強靭さ:	0
精神力:	0
俊敏性:	25

閉じる

蚊

訓練開始

訓練メニューを選択

- 戦闘訓練・初級 (選択)
- 護身術・初級
- 座学・初級

模擬戦闘を行い生物の攻撃能力を高める

味方生物一覧

- ネズミ
- 蚊

ネズミ

能力値

体力:	50	かみつき
力:	10	ひっかき
知能:	10	
強靭さ:	0	
精神力:	0	
俊敏性:	15	
性格:		

変更させる

訓練する

キャラ説明文

スキル名をクリックしスキルの詳細を確認

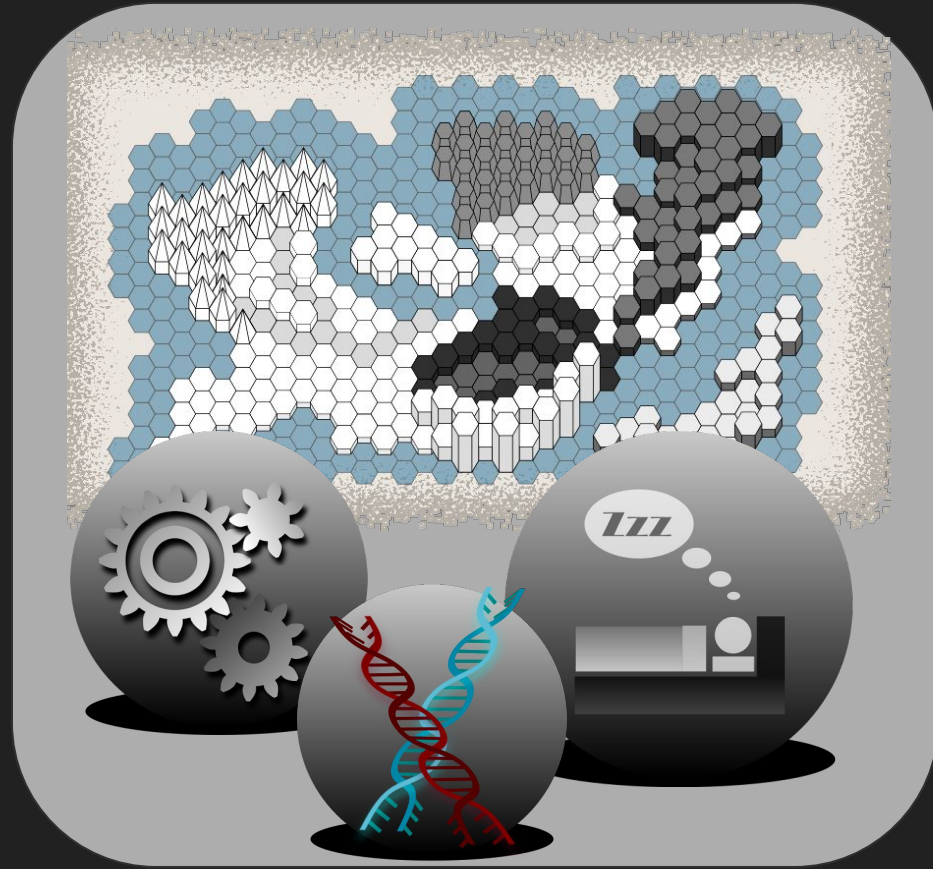
閉じる

About This Project

This project aims to develop a retro-style simulation RPG from scratch. Main parts of the game are:

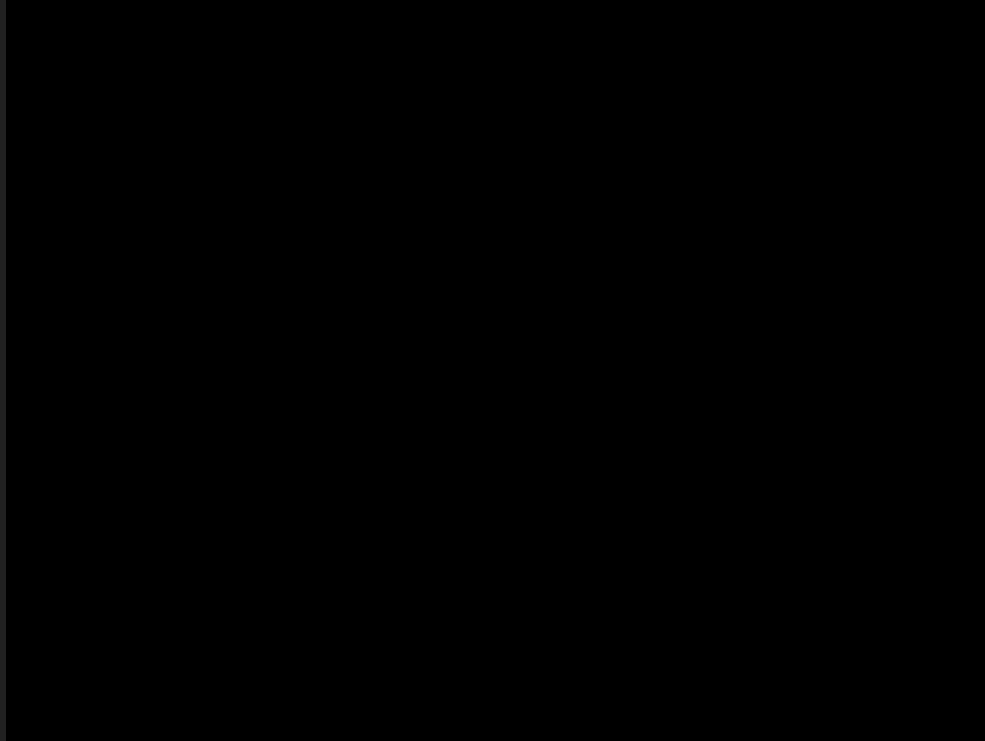
1. **Simulation Part:** player will prepare to invade enemy territories
2. **Battle Part:** player fights enemies to recover territories

The goal of the game is to liberate all enemy territories. So far, all components are made by me (UI, scripts, illustrations, visual effects).



Map and menu icons drawn in Inkscape

Video Of Current Progress



Link to Video: https://drive.google.com/file/d/1vHHd6C3vjwO5_EH5e6vzngxxANlzipf9/view?usp=sharing

Simulation Part

In the Simulation Part, player trains and evolves units to prepare for the battle part. The time allowed for preparation depends on remaining food (consumed each day).



Simulation Part - Character Menu

Check character status. Train and evolve characters.

The screenshot shows a character menu interface with several annotated sections:

- List of Characters:** A clipboard icon on the left contains a scrollable list titled "味方生物一覧" (Ally Organisms List). It lists "ネズミ" (Mouse) and "蚊" (Mosquito). A red 'X' is next to "ネズミ". Below the list is an orange box labeled "List of Characters".
- Character Status:** A green box highlights the "Character Status" section for the selected "ネズミ" (Mouse). It shows a pixel art mouse icon and a table of stats:

能力値	
体力:	50
力:	10
知能:	10
強靭さ:	0
精神力:	0
俊敏性:	15
性格:	
- Train & Evolve Buttons:** A cyan box highlights two buttons: a red "変異させる" (Mutate) button and a blue "訓練する" (Train) button.
- Skills:** A pink box highlights the "Skills" section, which includes a "閉じる" (Close) button and two skill buttons: "かみつき" (Cut) and "ひっかき" (Scratch). A mouse cursor is over the "かみつき" button.
- Skill Description:** A purple box highlights the text "敵単体にダメージ" (Damage to single enemy), which is the description for the selected "かみつき" skill.

Simulation Part - Training a Character

Select training course to grow character status. Character could develop a personality, which boosts the status.

Course Selection

能力値	
体力:	20
力:	5
知能:	5
強靱さ:	0
精神力:	0
俊敏性:	25



訓練メニューを選択

戦闘訓練・初級

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護身術・初級

座学・初級

Event

Player's response to training events change the character's hidden status. Character develops a personality when certain conditions are met. Character's status changes depending on its personality.

Results

Trained character's status grows depending the selected course. Character may develop a personality.

Simulation Part - Evolve a Character

Use an item to evolve a character. Status grows and new skill is acquired. Unlike training, evolving takes multiple days.

The screenshot shows a character evolution simulation interface. On the left, a clipboard displays a list of items: '現在使用可能な遺伝子' (Currently usable genes), 'コウモリ遺伝子' (Bat gene), and 'ウサギ遺伝子' (Rabbit gene). A red 'X' is next to the rabbit gene. Below the list is a red button labeled 'List of Items'. A cyan box at the bottom left of the clipboard area is labeled 'Risk of Evolution*'. The main interface is a blue panel with a '閉じる' (Close) button in the top right. It is divided into several sections: 'Current Status' (green header) with a table of stats; 'Expected Status Growth' (pink header) with a table of growth values; 'Current Skills' (purple header) with a list of skills; 'Expected New Skill' (red header) with a list of potential new skills; and a red button labeled '変異させる' (Evolve) at the bottom right. A cyan box at the bottom of the main panel contains the text: 'リスクレベル: Medium' and '危険度は中程度。想定外の結果に注意が必要だろう。' (Risk level: Medium. Danger level is moderate. Be careful of unexpected results.)

Current Status		Expected Status Growth	
能力値			
体力:	50	5	
力:	10	2	
知能:	10	5	
強靭さ:	0	8	
精神力:	0		
俊敏性:	15		
性格:			

Current Skills	
特殊能力	
かみつき	
ひっかき	

Expected New Skill	
追加される能力	
かみつき	
敵単体にダメージ	

リスクレベル: Medium
危険度は中程度。想定外の結果に注意が必要だろう。

*Each item has a risk level. Status growth is determined randomly from a Gaussian distribution centered around the expected value. The variance of the distribution increases with risk level.

Battle Part

Battle is a turn-based command battle inspired by games like Pokemon and Dragon Quest.

The screenshot shows a battle scene with a player character and two enemies. The player character is a small, white, mouse-like creature with glasses, labeled 'ネズミ'. The enemies are a brown mouse-like creature labeled 'ネズミ変異種' and a white, insect-like creature labeled '蚊変異種'. The player's status is shown in the top left, with 'HP 30' and '蚊 HP 0'. The enemies' status is shown in the top right, with 'HP 0'. The player's command menu is at the bottom, with options for 'かみつき' (cut), 'ひっかき' (scratch), and '防御' (defense). The 'かみつき' option is highlighted, and its description '敵単体にダメージ' (damage to one enemy) is visible. The 'Select Skills' label is positioned below the 'かみつき' option, and the 'Select Target' label is positioned below the '蚊変異種' option.

Player Character Status

Enemies

Players

Manual Battle Commands
(auto battle is also available)

Guard or Attack Select Skills Select Target

Future Plans

- ❑ Find a way to save game progress
- ❑ Add animations, music, sound effects, and visual effects
- ❑ Show tutorials throughout the game
- ❑ Implement more intelligent battle AI (currently, characters simply choose a random skill and target)