



Nineveh (Team 25)

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Description & Purpose

Nineveh is a 2D roguelike video game based in the ancient Near East. The main character, a high priestess, ascends the ziggurat Etemenanki, or “House of the Foundation of Heaven and Earth,” at the top of which she attempts to dispose of the vengeful god Marduk.

Our team knew we wanted to make a video game for our capstone. As roguelikes are characterized by progression through procedurally generated levels with permanent player death, we knew this style of game would harmonize with our primary design principle: to maximize the amount of content while minimizing the amount of resources needed.

These specifications allowed us to focus on our second design principle: an obtainable core that could be used as a foundation for further development if time permitted. We wanted to make sure to set achievable goals so that our hard work would result in completion and a smooth user experience and avoid overexerting ourselves on unattainable expectations. These two design principles can be seen in all components of our game.

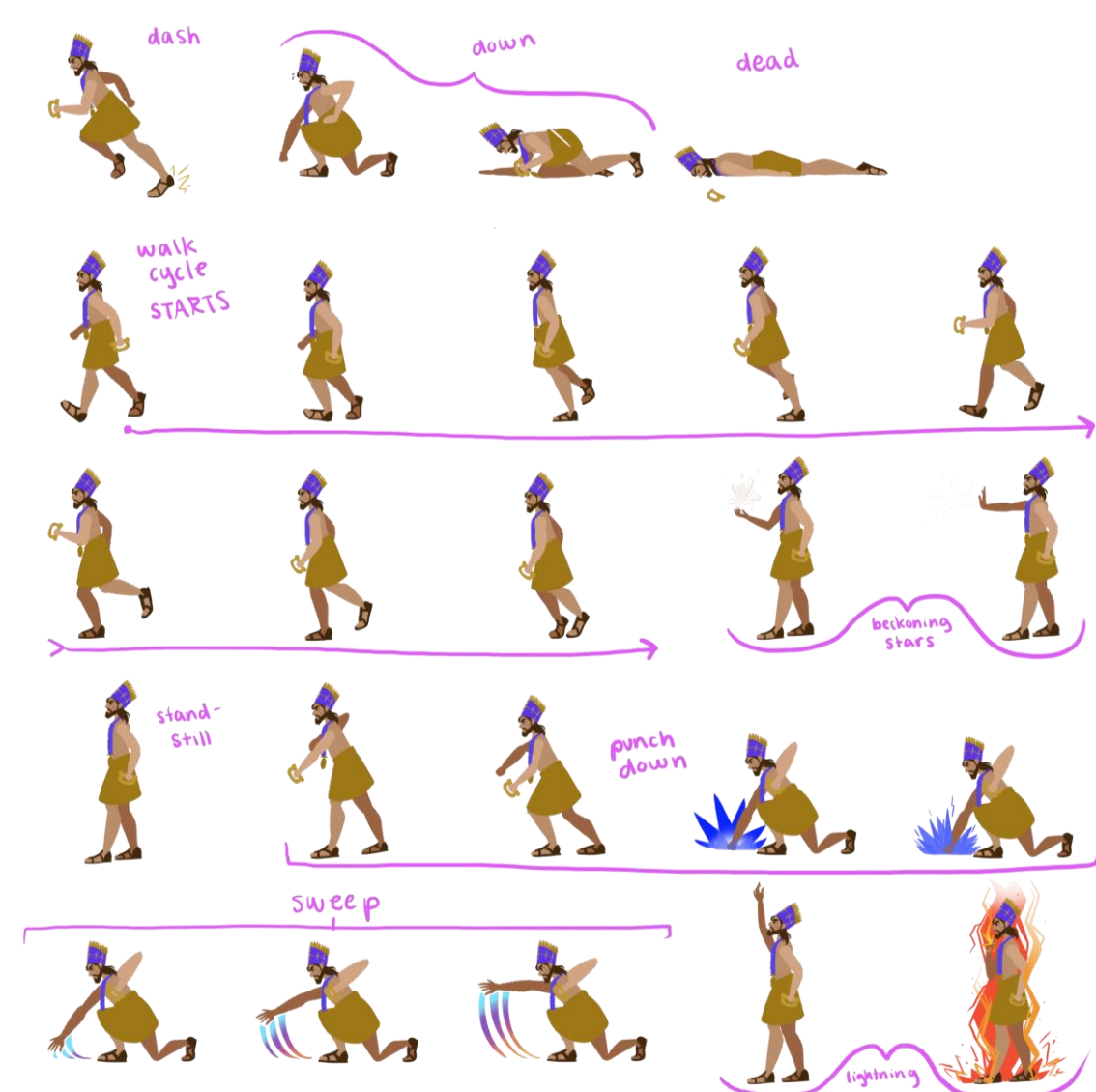
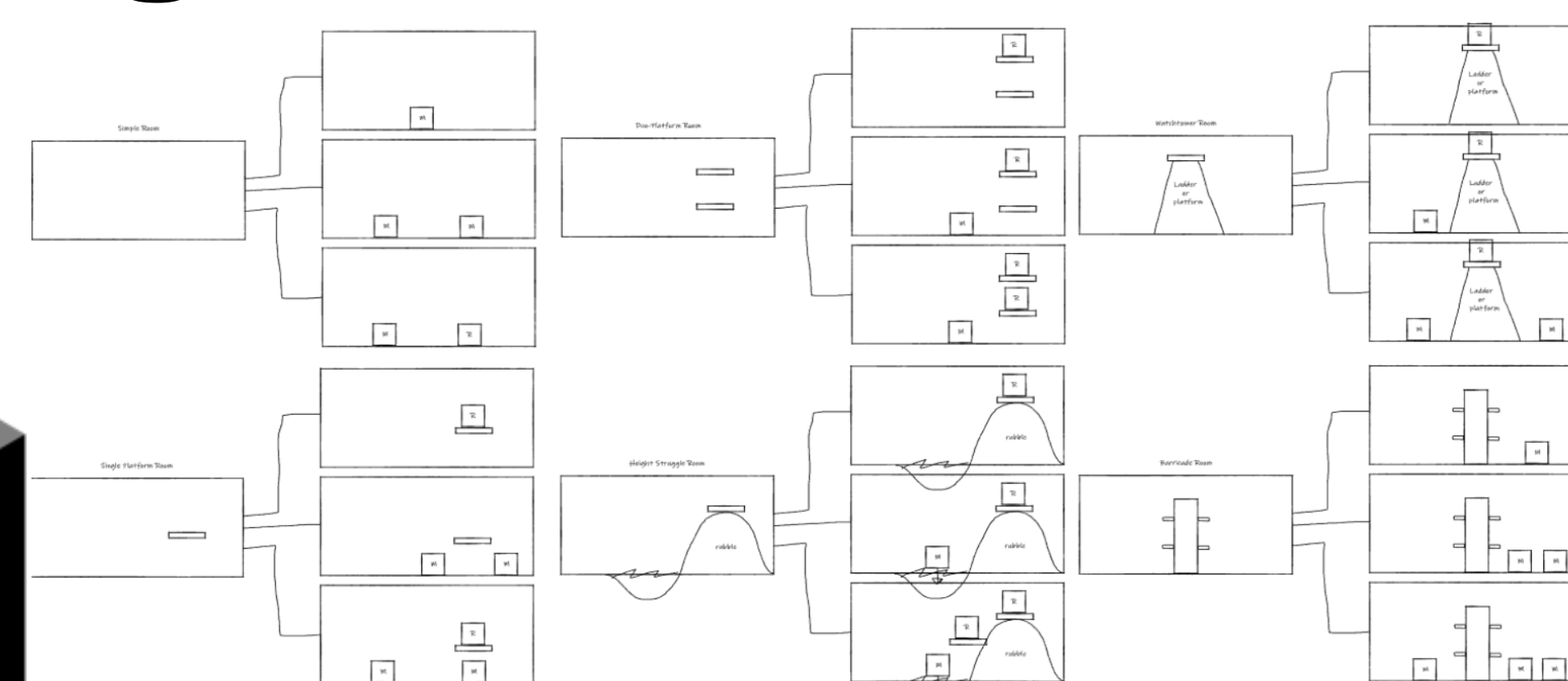
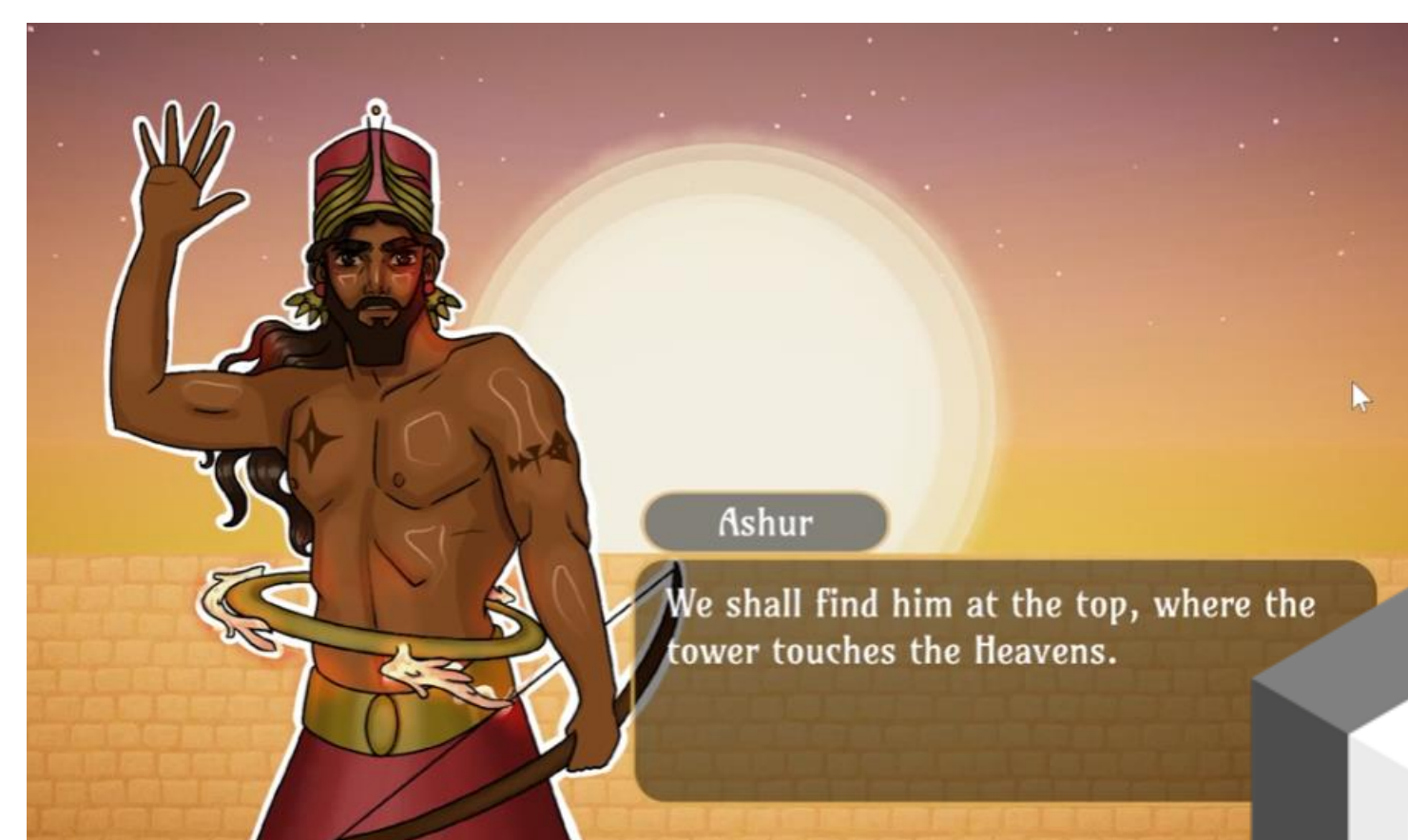
Additionally, our team was comprised of many multifaceted individuals who wished to combine their various skills to make a multidisciplinary project. We combined passions as storytellers, artists, vocal talents, marketers, and computer scientists to create not only a beautiful, worthwhile project, but a successful, well-packaged launch.



Download Nineveh here:



Design



- To make our game, we opted to use Unity as it caters to 2D games and as our team possessed prior experience with the engine.
- The results of the level generation were large, continuous scenes broken up into rooms through the use of camera transitions.
- Our characters are represented in movement by sprites with a lesser level of detail which cut back time spent on visual aspects.
- In dialogue, characters are present in more polished form. This allows the player to have an accurate perception of the characters and a chance to experience the art of the game.

Ethical & Intellectual Property Issues

Ethical Issues:

- **Representation:** Our project depicts ancient near east cultures and while we used historical accounts, we also incorporated some of our own artistic liberties to keep the story and characters engaging. Our goal was to maintain a respectful and accurate representation of these cultures and to avoid altering the view of history with the intention of incorporating overlooked mythology.
- **Addiction and Monetization:** Depending on the system, microtransactions can be very predatory for games with scarce resources that can be bought with real-world money. These resource-scarce systems also many times foster addiction through rewards for playing regularly like daily quests and energy replenishment. We kept these things in mind when deciding whether or not to monetize our game, and in the end, decided not to.

Intellectual Property:

- **Artistic assets:** We pulled from a variety of artistic realms for this project some of which we were not extremely familiar with. Because our team understands the cost of producing high-quality art, we wanted to make sure that we did not unintentionally fail to credit artists for their content.
- **Public Domain assets:** Aware of the consequences of not doing so, our team was determined to source all code ensuring that we knew the root of everything we used as to not steal anyone's intellectual property. We made sure to thoroughly document and to give credit where it was due to other hardworking creators.