

POMPEII

OPEN WORLD RPG GAME

Introduction

Project Pompeii is an ongoing 3D Open world RPG game project developed on the Unity3D engine by **Kristo Männa**.



NPC looking at player

The objective

Develop a first person, 3D, open world role playing experience that **challenges** long held beliefs of how RPGs should be done.

The goal is to provide the player with an **adventure** that clearly stands out among the rest of the RPG genre.

Combat system

One of the 3 core gameplay pieces is combat. In the game the player can use broadswords, rapiers, knives and two-handed weapons to fight a wide range of enemies including Goblins and Wolves. As of making this poster Pompeii's combat is in its third iteration which hosts a number of new additions to the game like **procedural** sword swinging animations, quick select combat wheel and fighting styles that can be changed on the fly.



Ingame partial inventory menu

Story

The third and final piece of core gameplay is story. Themes such as betrayal, **mystery** and difficult ethical dilemmas will be explored in Pompeii. The ultimate goal of the games story is to not be afraid to ask more questions than it answers while at the same time feel consistent and whole.



Peaceful ingame view

Extensive UI

Most of the games features can somehow be accessed or interacted through the UI system and for that reason it is one of the 3 core gameplay pieces of Pompeii.

Currently there are feature packed menus for the following: • Inventory, equipment and status. • Chest/container/bank • Crafting/cooking/recipe • Map menu where you can actually draw on maps • Skill tree and perk menu • Quest menu • Weapon making menu to fully **customize** your **favourite** blades. • Also a document/recipe menu is in the works to dynamically interact with various papers found through out the game.

About the project

Project Pompeii is a passion project **3 years** in the making, what started out as a high schooler trying to learn Unity3D has matured into a fully fletched game development project. For the most part everything in the game is made internally rather than with third party assets. Currently this is a one person **solo project** but down the line it will likely become a small team setup.



Calm rock landscape



Enemies ready to strike at player

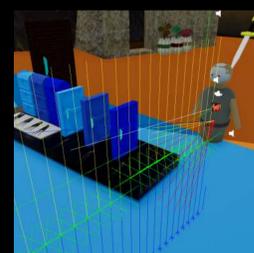
Conclusion

Pompeii is a 3D open world RPG solo game dev project that has been in the making for 3 years. The 3 pillars of gameplay for the game are Combat, Story and smooth UI interface interactions.

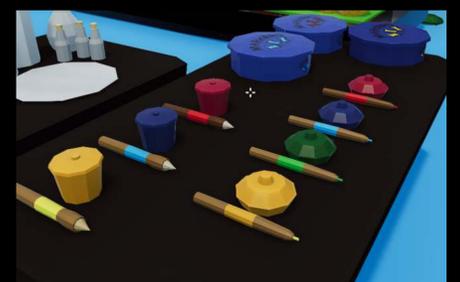
The expected release of the project is **Q3 2021**.



Test world for development and clouds



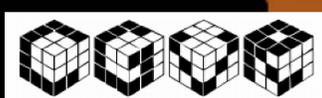
Movement raycasts



Some models used with map system



Play the demo!



UNIVERSITY OF TARTU

Author: Kristo Männa
University of Tartu
Institute of computer science
BSc Informatics first year