# Adventure Merchant Simulator

Code: Utsugi Akira
Art: Erin Hao, Linglong Yu
Balance PlayTest: Chenxu Xiao
Lore: Wenbin Su

Link: https://youtu.be/S75rgNTR1dw

## Inspiration

Inspired by the Merchant part of game play in No Man's Sky. We decided to innovate on top of this trading game play, and remix it with a 2D plat-former RPG instead.





## Story

Main character is a newbie traveling merchant that dreams to have his own adventure like the heroes in tales.

Different from classic Main characters in adventure rpg, the main character is not a warrior, but an average villager with no offensive ability.

This is a team project, and I am primarily responsible for character design, character animation, and item design.

# Gameflow

1. Purchase from store.
2. Travel to next city.
3. Encounter collectable items that could sell (Pick? Bear more weight).
4. Encounter mob (Death? Has weapon kill drop?) .
5. Death, back to last city, coin reduced by half.
6. Encounter last grave mark (Retrieve dropped items).
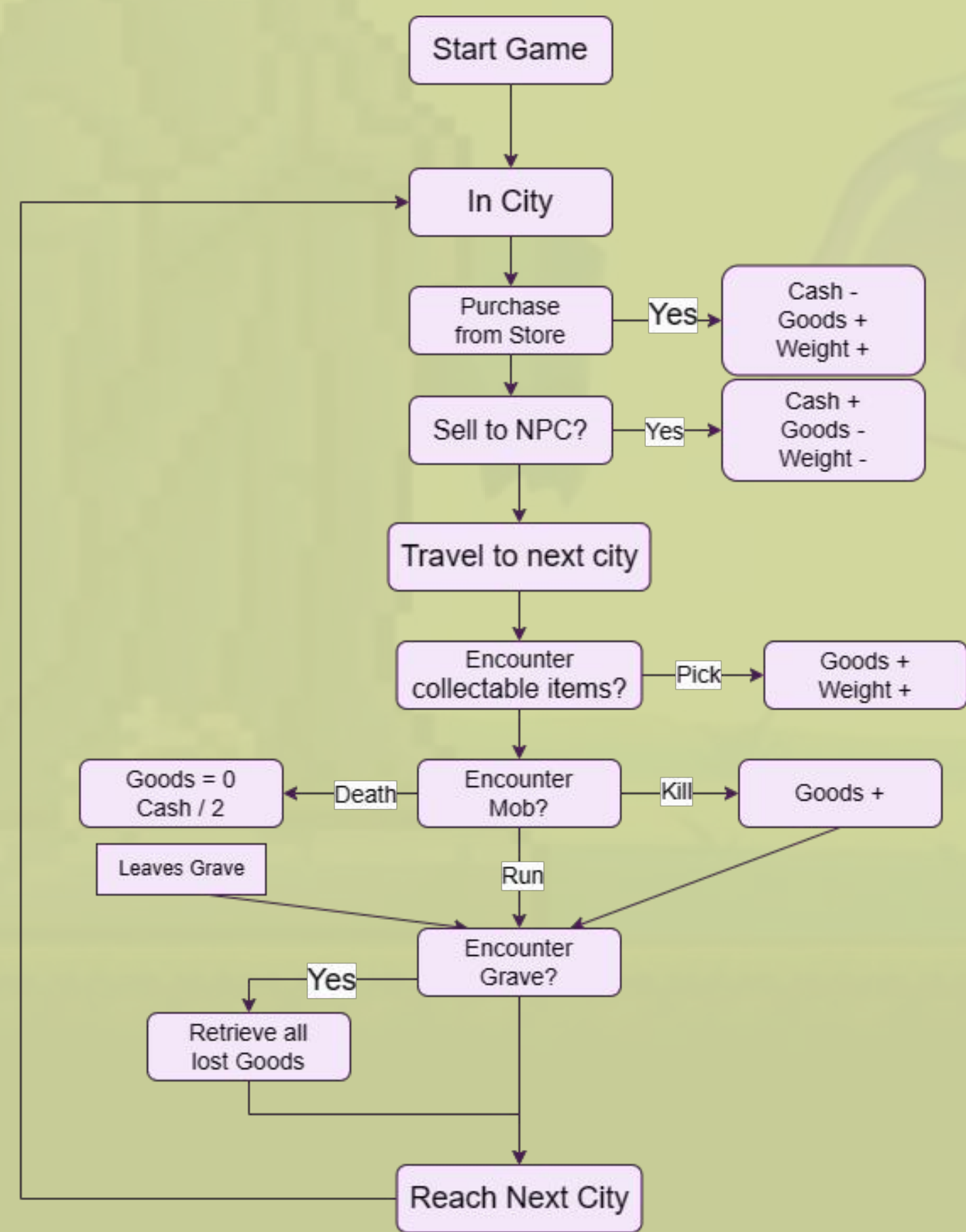


# Character Design

## Style:
We are going for fantasy adventure with a bright and lighthearted mood, so I decided on a 3.5 headed proportion, vivid color palette, and cartoon stylization.
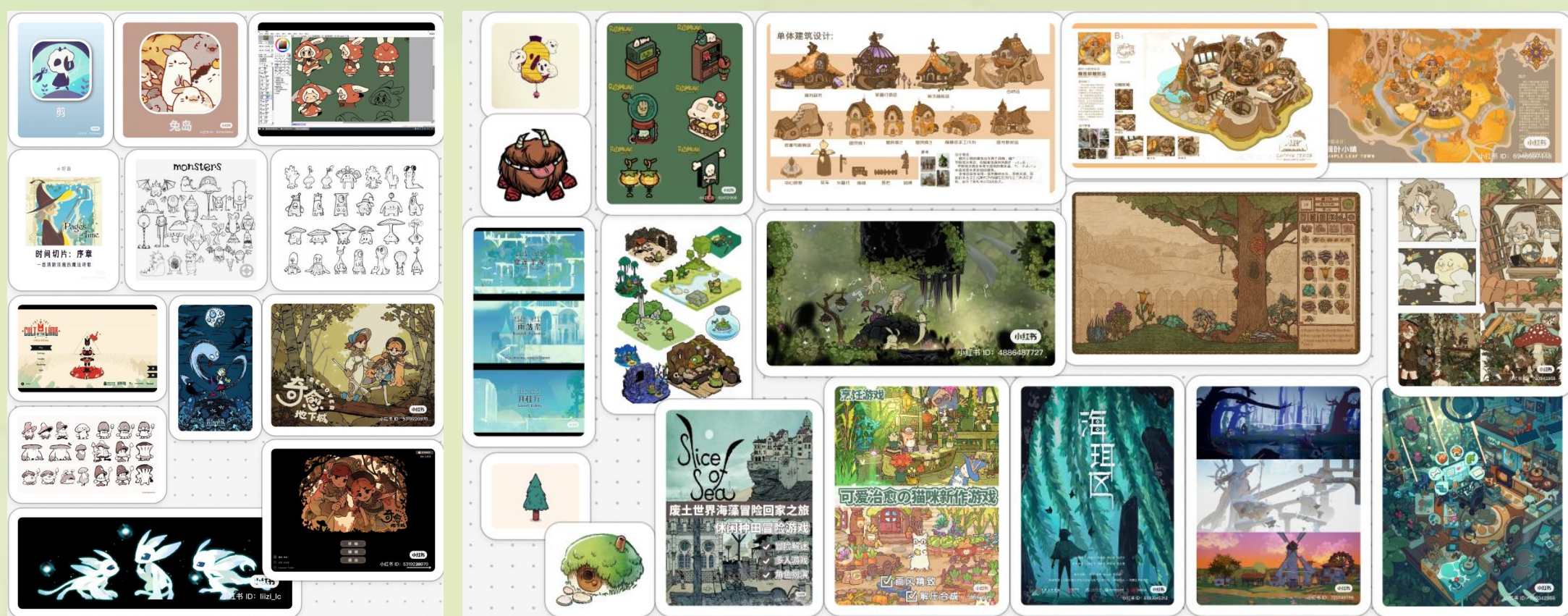


Mood board

## Character Design:
It's fantasy. Main character not being completely human immediately gives the hint, so the little horns, but not too much deviation from basic human silhouette. Then what does he where? Not a warrior's clothing, probably have some money for decent clothing as a merchant, and definitely a backpack.
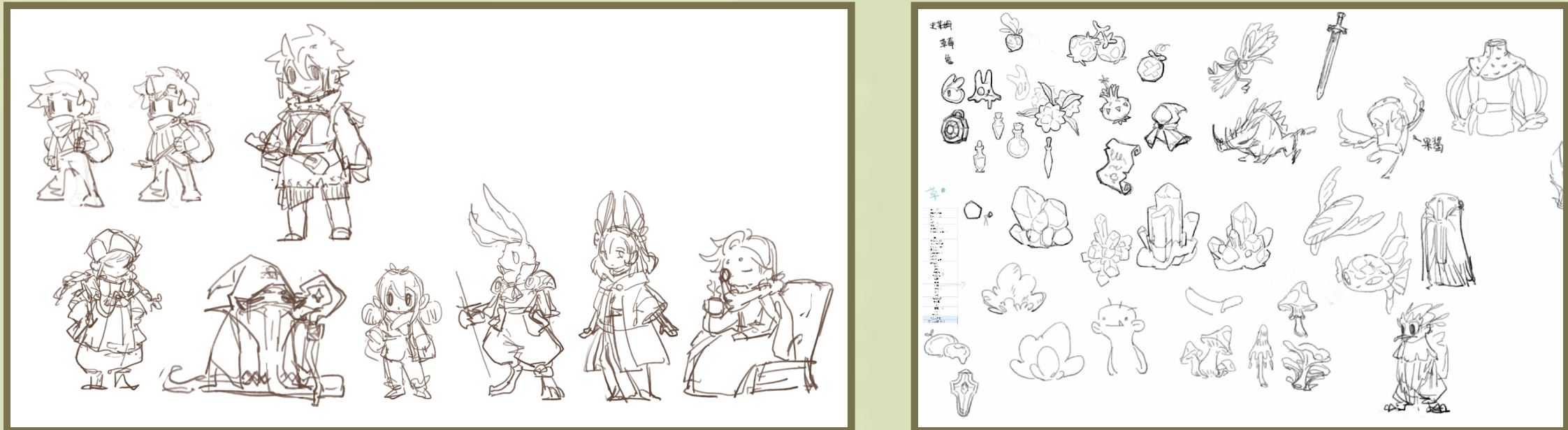
# Character Design

Color Choice:
Main character is an adventurous and hopeful one in their youth, I also want the character to stand out against a nature environment background (so the purple one, the most dreamy one out of the color variations, also enough contrast against a greenish background).
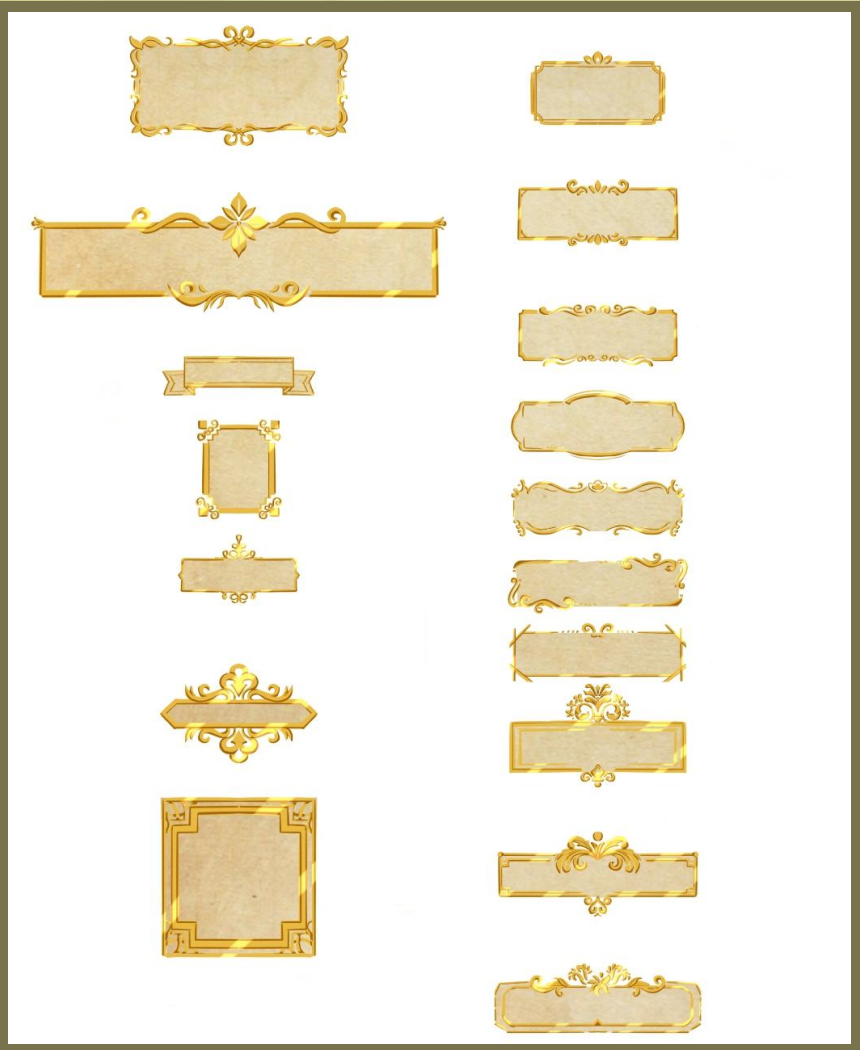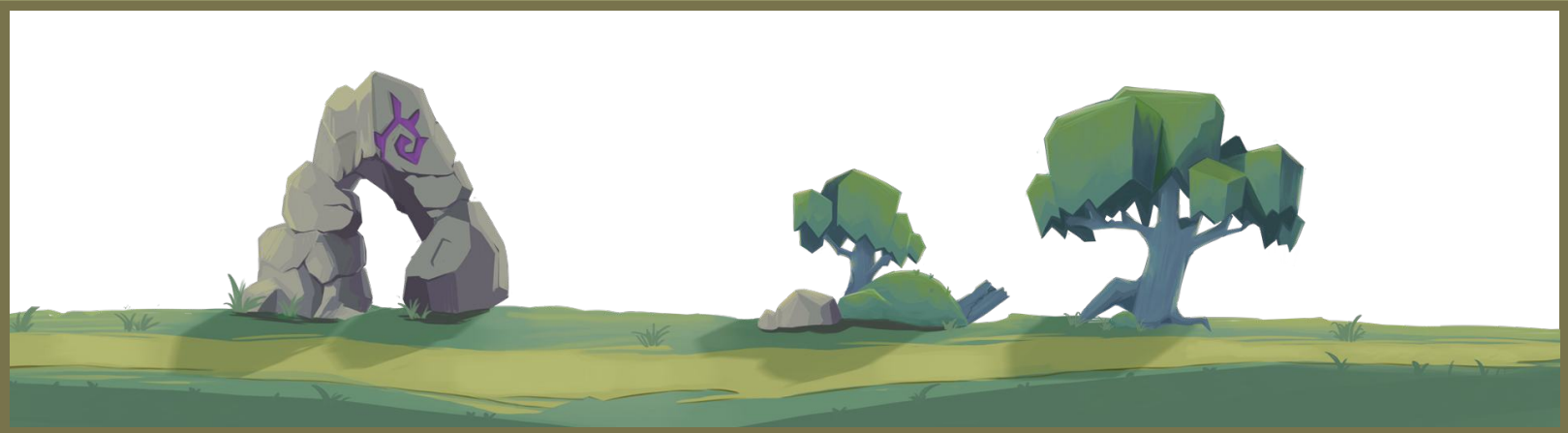


Design Variation



Animation Draft

# Scene & UI







| | | Weight: | 0 |
|---|---|---|---|
| Buy | Sell | Gold: | 100 |

Leave

# Future Plan

Only have one game loop now, will have:
1. Time/weather system, effect price
2. Populate the cities, player could buy from/sell to other NPC
3. More monsters and Boss, and interactive surrender system (since main character is not a warrior but a merchant)

# Iteration





# Numerical Value

| Commodity category (unique/common) | Purchase list fluctuation factor | | weight | Price list p/w | basic price | Sale list fluctuation factor | | Max | Min |
|---|---|---|---|---|---|---|---|---|---|
| **magical area** | | | | | | | | | |
| wand | 0.3 | 1.5 | 10 | 1.3 | 13 | 0.3 | 1.5 | 15.6 | -15.6 |
| robe | 0.7 | 1.3 | 11 | 1.4 | 15.4 | 0.7 | 1.3 | 9.24 | -9.24 |
| parchment | 0.1 | 1.9 | 2 | 1.5 | 3 | 0.1 | 1.9 | 5.4 | -5.4 |
| paper | 0 | 0 | 1 | 5 | 5 | 0 | 0 | 0 | 0 |
| cloth | 0.9 | 1.2 | 2 | 1.2 | 2.4 | 0.9 | 1.2 | 0.72 | -0.72 |
| glass bottle | 0 | 0 | 1 | 10 | 10 | 0 | 0 | 0 | 0 |
| color mineral | 0.9 | 1.2 | 15 | 1.2 | 18 | 0.9 | 1.2 | 5.4 | -5.4 |
| basic goods | same as primary area | | | | | | | | |
| **adventure area** | | | | | | | | | |
| armor | 0.9 | 1.1 | 18 | 2.5 | 45 | 0.9 | 1.1 | 9 | -9 |
| shield | 0.9 | 1.1 | 16 | 2.5 | 40 | 0.9 | 1.1 | 8 | -8 |
| vulnerary | 0.3 | 1.8 | 3 | 2 | 6 | 0.3 | 1.8 | 9 | -9 |
| knife stone | 0 | 0 | 1 | 20 | 20 | 0 | 0 | 0 | 0 |
| color mineral | 0.9 | 1.2 | 15 | 1.2 | 18 | 0.9 | 1.2 | 5.4 | -5.4 |
| basic goods | same as primary area | | | | | | | | |
| precious metal | 0.95 | 1.05 | 15 | 1.6 | 24 | 0.95 | 1.05 | 2.4 | -2.4 |
| **rich area** | | | | | | | | | |
| pet | 0.7 | 1.1 | 0 | ∞ | 100 | 0.7 | 1.1 | 40 | -40 |
| jewelry | 0.8 | 1.3 | 14 | 2.5 | 35 | 0.8 | 1.3 | 17.5 | -17.5 |
| spice | 1 | 1.2 | 3 | 1.3 | 3.9 | 1 | 1.2 | 0.78 | -0.78 |
| gorgeous clothes | 0.8 | 1.2 | 12 | 2 | 24 | 0.8 | 1.2 | 9.6 | -9.6 |
| basic goods | same as primary area | | | | | | | | |
| glass bottle | 0 | 0 | 1 | 10 | 10 | 0 | 0 | 0 | 0 |
| precious metal | 0.8 | 1.3 | 15 | 1.6 | 24 | 0.8 | 1.3 | 12 | -12 |
| color mineral | 0.9 | 1.2 | 15 | 1.2 | 18 | 0.9 | 1.2 | 5.4 | -5.4 |
| **equal area** all common commodity (area for changing possessions) | same as basic | | | all basic price | | same as basic | | | |
| **primary area** | | | | | | | | | |
| grain | 0.9 | 1.2 | 3 | 1 | 3 | 0.9 | 1.2 | 0.9 | -0.9 |
| Fruit and vegetable | 0.9 | 1.2 | 5 | 1 | 5 | 0.9 | 1.2 | 1.5 | -1.5 |
| meat | 0.9 | 1.2 | 10 | 1 | 10 | 0.9 | 1.2 | 3 | -3 |
| color mineral | 0.9 | 1.2 | 15 | 1.2 | 18 | 0.9 | 1.2 | 5.4 | -5.4 |
| fur | 0.8 | 1.1 | 10 | 1.8 | 18 | 0.8 | 1.1 | 5.4 | -5.4 |
| mushroom | 0.9 | 1.1 | 2 | 1.25 | 2.5 | 0.9 | 1.1 | 0.5 | -0.5 |
| cattle | 0.9 | 1.1 | 30 | 2 | 60 | 0.9 | 1.1 | 12 | -12 |
| sheep | 0.9 | 1.2 | 30 | 2 | 60 | 0.9 | 1.2 | 18 | -18 |
| **synthetic items** bombs, glass bottle, burst fruit, camouflage clothing, sword in the stone, throwing knife, explosive throwing knife, knife stone | Only use | | | | | | | | |
| **monster material** | | | | | | | | | |
| slime | | | 4 | | 10 | 1 | 1.5 | 15 | |
| boar's tooth | | | 10 | | 25 | 1 | 1.5 | 37.5 | |
| cirrus | | | 6 | | 15 | 1 | 1.5 | 22.5 | |
| core of stone figure | | | 15 | | 150 | 1 | 1 | 150 | |
| pipes of armor | | | 60 | | 600 | 1 | 1 | 600 | |
| **Tips** | | | **victory condition** | | | | | | |
| Synthetic items and materials that are not traded | | | Gold reached 10000 | | | | | | |
| Very valuable monster material | | | | | | | | | |
| basic goods | | | | | | | | | |

# Art Assets



Items

Character Run Loop
& Jump Loop