

PHOSKIA

Unreal Engine 5.3.2

PC/Windows

Ongoing Game Project

Project Start Date: Sept. 2024 - Present

Associate Producer / UI/UX Designer / World Designer

INTRODUCTION

Phoskia is a 2.5D side scrolling MOBA-like game that combines strategic and action elements, following the coming-of-age journey of Egbert, the heir to the kingdom of Vespacia. Players will accompany Egbert in his exploration of a vast land, leading an army against dark forces while unveiling the secrets that shroud the kingdom.

WORLD LORE SUMMARY

The game Phoskia is set in the kingdom of Vespacia, a fantastical land recovering from the devastating Long Night War against the Oxida Alliance. The story follows Egbert, the young heir to the Vespasian throne, as he leads an army to reclaim occupied territories and uncover the secrets of the kingdom. The central conflict revolves around the clash between light and darkness, symbolized by the kingdom's struggles against a rising necromantic force led by Sephania, a former high priestess turned enemy.

The world is richly imagined with a medieval-inspired aesthetic, featuring environments ranging from post-war ruins and royal quarters to eerie underground catacombs. Themes of loyalty, responsibility, and redemption drive the narrative, while the gameplay intertwines strategic troop management and action-packed combat. Players navigate Egbert's coming-of-age journey and uncover the historical mysteries of his lineage and the kingdom's past.

GAMEPLAY

Core Mechanics

- Players control Egbert to perform actions such as attacking, jumping, sliding, and climbing.
- Strategic troop management allows summoning and upgrading of melee, ranged, and special units during battles.

Level Progression

- Each level is divided into five key checkpoints, which players must capture one by one to unlock new areas and resources.
- The final goal of each level is to defeat the enemy commander or boss.

Combat and Strategy

- Players engage in fast-paced platform-style combat while managing resources and units.
- Skills and special abilities play a crucial role in influencing the battlefield.

Visual Novel

- Story progression includes interactive dialogue scenes, where choices can impact relationships and outcomes.

Victory Conditions

- To complete a level, players must fulfill main objectives like capturing points or defeating bosses, with optional side quests providing extra rewards.



The game is currently being developed in Chinese, with localization planned for future.

CHARACTER CONCEPT DESIGN

In addition to the world design, I was also involved in conceptualizing and designing the characters and their background story. After discussing and deciding on the concept, the artist begins to create character concept art based on the setting.

Since this is a 2.5D game, these original character concept arts will only be presented as profile pictures in the visual novel section.

**Egbert Kuansorr**

The 19-year-old prince of Vespacia, has golden hair and a resolute expression, clad in silver armor. Raised as the heir to the throne, he carries the weight of his family's legacy and looks up to his father, Kleon, growing amidst the turmoil of the Long Night War.

With sky-blue hair and a mysterious background, grew up alongside Egbert and Aurelia, forming close familial bonds. A skilled fighter and scout, she remains deeply loyal to Vespacia.

Elsie Varglund**Kleon Vespacia Kuansorr**

The 32nd king of Vespacia, is a regal figure with golden hair, clad in royal armor. Once fierce in his youth, he now strives to restore the glory of his kingdom, though some of his decisions have sparked discontent among commanders.

**Sephania Orison**

Clad in a high-ranking purple priestess robe, was once a revered high priestess of light magic. After her fiancé's death in the battle of the crimson wall, she succumbed to darkness, becoming a necromancer bent on raising undead soldiers.

Aurelia Kuansorr**Sorlin Gordon**

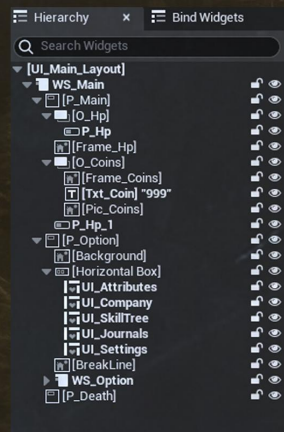
The red-haired one-eyed general, is a formidable warrior. With a deep-seated grudge from defending against the Western Isles, Sorlin sees Kleon's peace negotiations as a betrayal of his family's sacrifices.

Caelos Lucifer

With silver hair and a mysterious aura, claims to be a master of both dark and light magic. Known secretly as the demon lord Nemesis, he aids Egbert out of loyalty to an old friend.

USER INTERFACE IMPLANTATION

On the UI side, I'm currently focused on creating the necessary widget blueprints directly within the engine. Our game requires a variety of UI systems, including basics like health and mana bars, as well as more complex features like equipment and skills, NPC dialogues, main story, quests and more. Right now, my priority is building out these features to ensure everything functions as intended.



In-game menu including inventory system, journals, options, attributes, equipment, units and skills. Player can shift between different sub-menu here.

No design yet, just refinements with placeholders.



Some blueprint samples for in-engine UMG system UI features implants.



Main character, Egbert's HP bar & coin collected design and in-game preview.



Minion card and dialog background design.



Logo thumbnail

Elsie

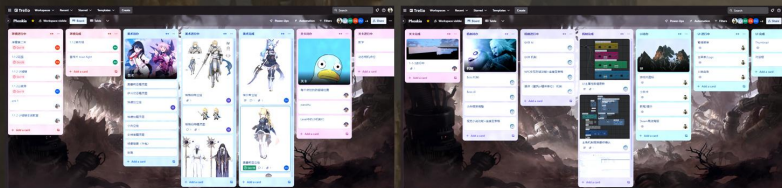
Had enough rest? It's time to go.



Speech bubble design and in-game preview with all the features done in blueprints including read CSV.

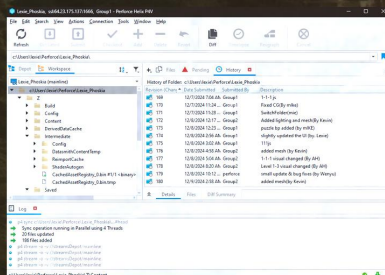
The user interfaces is designed in a medieval fantasy style to fit the overall atmosphere of the game.

TEAM MANAGEMENT

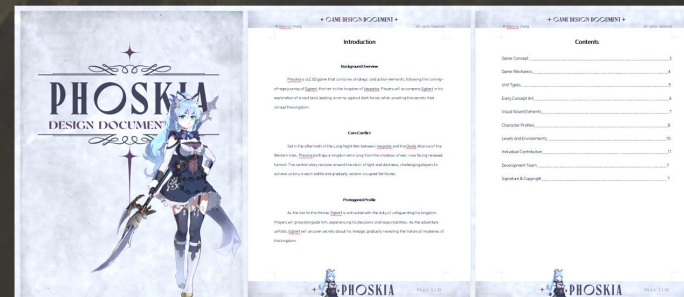


In terms of project management for the team, I created a Trello board for the team to manage and track the progress of the project, as well as include bug reports.

Since this is our side project, we will report on our progress at our weekly group meeting every Saturday after development in our spare time, and then set goals for the next phase of development.



We use Perforce for version control of the game and require a brief description of the changes and attribution in the description after each edit for future traceability and bug fix.



I also designed and wrote the draft of the GDD, and typeset and polished the overall document after each section leader had completed the GDD for that section. Currently we have both Chinese and English versions of it.



Currently this project is still in the stage of developing demo, it is expected to officially open the wishlist after completing the review of steam store by the middle of January next year, and we expect to participate in the Steam Next Fest in March next year.

