



## Video Game RPG-Idle Base “Tapel Saga”

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**Abstract**— *Tapel Saga is a mobile game that mixing RPG (A role-playing game (RPG) is a genre of video game where the gamer controls a fictional character (or characters) that undertakes a quest in an imaginary world). Idle game( An idle game is a game that progresses with no interaction from the player.) and Visual novel (Visual novel (VNs) video games are text-based adventure games that combine interactive fiction and traditional anime or manga art styles to give the gamer the experience of reading a novel in a visual format). To create engaging experiences though the unique gameplay. With The Fundamental Game Design to forged Tapel Saga, that concept was implemented on some variant mode: main story, endless run and boss rush.*

**Index Terms**—*Video Game, Visual Novel Game, RPG Game,*

### I. INTRODUCTION

Recent technological advances are so rapid, especially in the computer field. Computer graphics can be used to simulate most areas of life. Human life, history, culture and even imagination can be viewed as a game.[1] Interest in video game addiction has stimulated a group of parents and some researchers have linked video games to problematic behavior and lack of social skills in children, academic integration and dysfunction. [2]. First what is video game. Video game is interactive digital entertainment that you can play via computer, game console, smartphone or tablet. Everyone can enjoy video game these days based on the genre they play there’s a ton video game genre such as:

#### 1. Role-Playing (RPG, ARPG)

RPG or role-playing game is a genre of video games where the gamer controls a fictional character that undertakes a quest in an imaginary world so basically we play as someone else story, plot to achieve their goal most of rpg focused on the combat aspect rather than the narrative ones and in this game “ Tapel Saga” is action RPG where the main character fight bunch of monster. There’s a lot of RPG game out there such as : //

- A. Masketeers
- B. Final Fantasy
- C Persona Series

#### 2. Action-Adventure

An Action-adventure game can be defined as a game with a mix of elements from an action game and an adventure game especially crucial elements like puzzles. Action require many of the same physical skills as action games, but also offer a storyline we pretend to be someone else we follow their story to

achieve their goal example of action-adventure game : Legend of Zelda, Tomb Raider, etc.

#### 3. Visual Novel

A visual novel is a video game genre that tells an interactive story primarily through text. They usually feature static character models and locations, and while they might have some animated cutscenes, these are typically short (if present at all).

#### 4. Idle

Idle Games or its called Incremental Games re video games whose gameplay consists of the player performing simple actions (such as clicking on the screen) repeatedly to gain currency. This can be used to obtain items or abilities that increase the rate at which currency accrues.”

In “ Tapel Saga” we use C# Programming language so what is C#?

The C # language is universal and object-oriented Programming language. It was designed and developed by Microsoft and .NET platforms. there are many Various software developed in C # language and .NET Platforms for desktop applications, web applications, offices, etc. Applications, websites, games, mobile applications, etc .[3]

### II. METHODOLOGY

Game engines are complex and versatile tools for creating games, Multimedia content. They provide an environment for efficient development and Sometimes without knowledge of scripting.

The game engine

It covers different areas of the game development process, including: Rendering, Physics, audio, animation, artificial intelligence, user creation interface.[4]

In tapel saga we used Unity Engine to build the game. Unity is a game engine powerful cross-platform IDE for developers.

As well as a game engine, Unity is an IDE. IDE stands for "Integrated Development Environment," which describes an interface that gives you access to all the tools you need for development in one place. The Unity software has a visual editor that allows creators to simply drag and drop elements into scenes and then manipulate their properties. And next is game design, Game Design is for amusement, education, fitness, or experimental objectives is the practice of using design and aesthetics. Gamification is the process of applying game design's aspects and tenets to other kinds of interactions. In another study, Game art style and story complexity designed to assist players. Reduce three cognitive biases to professionally designed video, Same purpose.[5]

So in order to making this game we combine much aspect in game with using unity game engine and extension. First we think how the game will work and how to play it. We choose RPG, Idle, Action, and Visual Novel as Core Genre. We get inspiration from Masketeers game its an Idle game but we mix it with some different feature and also different story and character. There is some step for making this game we used Fundamental Game Design as the main guide but we selected the suitable aspects [6]:

#### -Game Concept

its simplest form, is the easy-to-understand vision you have for your game. It's also a way for you to sell your game idea.

#### - Game World's

a place of imagination and is usually placed in an alternate fictional universe and its aim is to immerse the player and make them feel as if they are in control of this game world

#### - Creative and Expressive play

Expressive character help player feel how the story turns in.

#### - Character Development .

Best character development make player connect with the main characters itself how he choose to act how the ending will be

#### - Storytelling

Storytelling are arranged to increase player interest.

#### - Creating the User Experience

User experience here is important because we want players to feel into the game not just the story also the ui mechanism easy to access, easy to learn so player can enjoy the game

#### - Gameplay and Core Mechanics

Determine how the game will be played and what are the mechanic core.

#### - Game Balancing

Its to make player didn't get a difficult situation while playing the game or make them feel too easy when playing

#### - General Principles of Level Design

Level Design is the phase of game development that deals with creating the stages of the game.

### III. RESULT AND DISCUSSION

The concept of gameplay itself is RPG, Idle , Visual Novel Game . Idle games are a recent trend in gaming in which the game is left running with little player interaction[7] .We used bubble in order to gain health attack point , and special skill. Sometimes Idle games live around digital games and are automated application. This new genre of games is rarely or totally unnecessary No interaction with player [8] according to Rakimahwati (2020) the application of this type of Idle game that will lead the

Gamer who actively seeks information to enrich knowledge while playing.[9]. The game also mixed with some RPG genre The game genre of narrative-focused alternative action is one that is highly emphasized with its narrative, alternative ways of interacting, and dialogue. Additionally, it features a reward mechanism for players.[10] RPG Game design is a complex process that involves many uncertainties. Just like the games themselves, it is an exciting and challenging activity.[11]

Not just video game mechanism but also there's a story in there in " Tapel Saga" Video games are developed day by day using several methods and understandings, to do a game review and make it better. Metrics comes in here, To create the perfect case for related software and games, the perfect video game is not a game which game has the best story, or the best gameplay, nor the best graphic, it all depends on Integration and echo of each component.[12] The game itself also have a cultural part such as keris, topeng, etc. Some history games claim to be informative and educational, but others may be less than informative or even misleading.[13].

Next about battle mechanism there's a lot aspect in battle:

#### 1. Skills

There's 2 skill in battle first is damage in damage skill bar must be filled in order to use it. First large damage area and the second one is attack speed that's a common thing that rpg game have skill [14]

#### 2. Bubble Mechanism

Bubble mechanism is a buff to the character either its to fill skill bar, give hp, or attack power. Just like idle game bubble can effect the main character to gain anything [15]

#### 3. Gacha

In Gacha games we can obtain some monster to help destroy the enemy Gacha is a system in which players pay either in-game currency or real money to obtain an item from a pool of other items.[16]

#### 4. Items

Item in shop help you gain more damage and speed in order to get money/ currency in game that play the game and buy item through shop. Not just for damage but item can used it for skin exclusive skin so the player didn't border and have a variant item. [17]

#### 5. Currency

We can get currency in-game through the battle either its story, boss rush, endless rush currency also can buy item through shop, upgrade item, level up the character. But there's no microtransaction. Microtransactions allow players to purchase additional game content or premium items[18]. Everything gain in game.

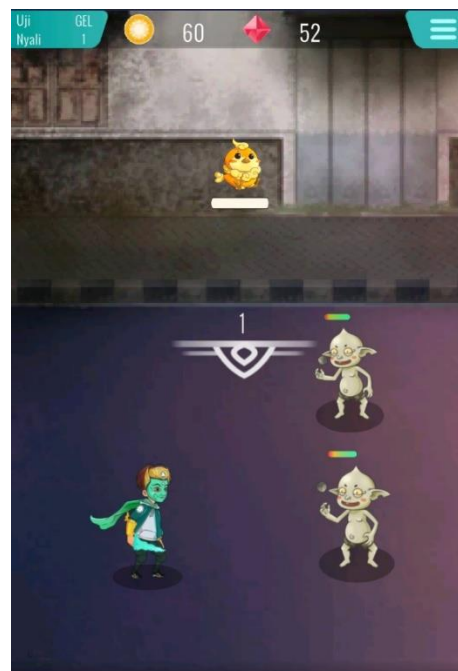
Here some feature in the game:

##### 1. Main Story



(Image 1.1: Main Story Mission)

##### 2. Endless Rush



(Image 1.2 : Endless Rush )

##### 3. Boss Rush



In main story we use visual novel as a story where a boy name “ Inu “ gain some superpowers. Visual novels is a game in which there are multimedia elements such as text, images, sound, and video, as well as giving players the opportunity to choose from a wide variety of in-game options [19]. Games that featuring the storyline brings the players interact in the game is a game type visual novels.[20] there are 2 Chapter in the game itself

Second is Endless Dummy

Just like endless-run concept but what is endless run concept? Combinatorial approaches allow you to create gameplay using endless run concepts, creating a combinatorial approach

that merges multiple concepts. Equipped with an infinite game format.[21] each 5 round get a currency that we can buy in the shop. Just like Clicker game These are games where you can click on numbers and see them increase.

Finally, many of these games allow you to set what you want to click effectively. to you [22] but the difference that every round the enemy gets harder and harder more damage and more health.

Last one is Boss Rush in boss rush the main goal is defeat boss but its not going to be easy one unlike other boss in story this one is very special they got more health point, damage, and speed.

#### IV. CONCLUSION

With systematic game development, the development team was successfully combined several genres & gameplay elements. The RPG, idle & visual are work properly & supports each others. During the development with limited resources and time, the development team was challenged with so many problems. After published on May 2021, the development team still worked so hard to fixes bugs and errors. However Tapel Saga needs a lot of improvement and far from perfect, but the development team has created a unique gameplay that has a lot of potential for further development.

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