

TIDES OF ENCHANTMENT

The following samples are from a largely text-based ARPG I am developing solo. I've included UI snippets featuring barks and banter of various NPCs. For good measure I've also included a sample of a CSV file (for an early tutorial scene) as well as some enemy and item charts, to convey the world building and flavor text as well as designing within game system(s) parameters. I implemented this game in Unreal (primarily utilizing its UI widget system), Google Spreadsheets, Canva, and Piskel.

	A	B	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W
		Base Stats								Weighted								Total	Total			
		HPB	TAP	CAP	STR	DEX	TGM	TGA	DDG	HPB	INI	TAP	CAP	STR	DEX	TGM	TGA	DDG	weight	weight	Check	
		(Healt	(Turn	(Capp	(Stren	(Dexte	(Tougl	(Tougl	(Dodg	0.6	0.7	15	20	0.6	0.6	30	10	0.6	exact	Rounded	Number	
4	Shark	10	5	8	5	10	6	6	6	6.6	75	160	3	6	180	60	3.6	500	500	1		
5	Deep One	4	9	8	5	20	4	6	5	2.4	49	135	160	3	12	120	60	3	500	500	2	
6	Sea Zombie	10	3	8	15	10	7	6	6	6.0	7	45	160	9	6	210	60	3.6	500	500	3	
7	Stingray	8	5	8	12	10	6	6	6	4.8	3.5	75	160	7.2	6	180	60	3.6	500	500	4	
8	Snapping Turtle	10	5	7	5	10	7	5	6	6.6	3	75	140	3	6	210	50	3.6	500	500	5	
9	Croaker	12	5	8	5	11	6	6	3	7.2	6.3	75	160	3	6.6	180	60	1.8	500	500	6	
10	Reptilian	10	5	8	5	10	6	6	6	6.6	3	75	160	3	6	180	60	3.6	500	500	7	
11	Salamandrae	20	5	8	5	10	6	5	12	12	6.3	75	160	3	6	180	50	7.2	500	500	8	
12	Leviathan	16	5	8	20	10	6	5	4	9.6	4.9	75	160	12	6	180	50	2.4	500	500	9	
13	Anguillae	10	5	8	5	10	6	6	6	6.6	3	75	160	3	6	180	60	3.6	500	500	10	
14	Barracuda (Sea) / Pike Fish (River)	10	5	8	5	10	6	6	6	6.6	3	75	160	3	6	180	60	3.6	500	500	11	
15	Serpent	10	5	8	5	10	6	6	7	6.5	6	75	160	3	6	180	60	4.2	500	500	12	
16	Rock Lobster (Sea) / Giant Crayfish (River)	87	4	8	6	12	5	6	7	52.2	2.8	60	160	3.6	7.2	150	60	4.2	500	500	13	
17	Clam (Sea) / Oyster (River)	100	6	11	5	10	0.4	10	5	60	6.3	90	220	3	6	12	100	3	500	500	14	
18	Clay Monster	10	1	9	5	10	7	7	6	6.6	3	15	180	3	6	210	70	3.6	500	500	15	
19	Muck Monster	10	5	8	5	10	6	6	6	6.6	3	75	160	3	6	180	60	3.6	500	500	16	
20	Sargasso Zombie	10	5	8	5	10	6	6	6	6.6	3	75	160	3	6	180	60	3.6	500	500	17	
21	Kthulunoid	97	5	4	18	10	7	5	6	58.2	6.3	75	80	10.8	6	210	50	3.6	500	500	18	
22	Urchin	10	4	8	5	10	6	5	6	6	31	60	160	3	6	180	50	3.6	500	500	19	
23	Iguanae	8	5	8	12	10	6	6	6	4.8	3.5	75	160	7.2	6	180	60	3.6	500	500	20	

TIDES OF ENCHANTMENT Basic Enemy Loot Table															
	DROP RATE														
	"One of"	"One of" + "One of"	"One of" + "Any of"	"One of" + "Any of"	"One of" + "Any of"	"One of" + "Any of"	"One of" + "Any of"	"One of" + "Any of"	"One of" + "Any of"	"One of" + "Any of"	"One of" + "Any of"	"One of" + "Any of"	"One of" + "Any of"	"One of" + "Any of"	"One of" + "Any of"
5	100%			20%	20%	20%	20%	20%	20%	20%	20%	20%	20%	20%	20%
6	90%	40%	50%	40%	20%	50%	20%	40%	20%	50%	20%	50%	20%	50%	40%
7	80%														
8	70%														
9	60%	90%		20%	20%	20%	20%	20%	20%	20%	20%	20%	20%	20%	20%
10	50%	30%	20%	30%	20%	30%	20%	30%	20%	30%	20%	30%	20%	30%	20%
11	40%														
12	30%	20%	20%	20%	20%	20%	20%	20%	20%	20%	20%	20%	20%	20%	20%
13	20%														
14	10%	10%	10%	10%	10%	10%	10%	10%	10%	10%	10%	10%	10%	10%	10%
15	ENEMY LEVEL	SHARK	CROAKER	KTHULHUNOID	DEEPLING	CTHULHUNOID	DEEPLING	CTHULHUNOID	DEEPLING	CTHULHUNOID	DEEPLING	CTHULHUNOID	DEEPLING	CTHULHUNOID	DEEPLING
16		LEVEL 1 - "The Shallows"				Level 2 - "The Trench"				Level 3 - "The Deep Sea"					
19	ITEMS	#	NOTES												
20	Shell (currency)	sh													
21	Sand Dollar	x1	A single unit of the myrring currency (shell). *Only dropped by sharks (40% rate) in level 1.												
22	Oyster	x5	5 units of the myrring currency (shell). *Dropped at all levels by sharks, croakers, & cthulhunoids. Only dropped by deep ones in levels 1-2.												
23	Clam	x10	10 units of the myrring currency (shell). *Dropped by all enemies in all levels.												
24	Conch	x50	50 units of the myrring currency (shell). *Dropped by all enemies in all levels.												
25	Nautilus	x100	100 units of the myrring currency (shell). *Only dropped by cthulhunoids & deep ones, but in all levels.												
26	Pearl	x1000	1000 units of the myrring currency (shell), though not a shell itself. *Only dropped by croakers, cthulhunoids, & deep ones, but in all levels.												
27	WEAPONS	-													
28	Coral Club	-	Basic melee weapon, carried by croakers & cthulhunoids in levels 1-2.												
29	Seaweed Sling	-	Basic ballistic weapon, carried by cthulhunoids & deep ones in all levels.												
30	Driftwood Bow	-	Superior ballistic weapon, only carried by deep ones in level 3.												
31	Prong	-	A basic stabbing weapon, carried by all but sharks in all levels.												
32	Trident	-	Superior stabbing (and magically ballistic) weapon, carried by cthulhunoids & deep ones in all levels.												