

Research and development of a Soulslike action role-playing game with semi-linear map exploration mechanics.

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Abstract: In the context of the increasingly popular development of video games, this topic focuses on researching and building an action role-playing game in the Soulslike style, featuring semi-linear map exploration. The goal of the research is to provide a suitable solution to create a unique experience for players while enhancing the product's market accessibility. The applied methods include synthesizing knowledge from existing research works, combined with the process of development and practical testing. The expected result is a high-quality game that aligns with today's online gaming trends, while contributing to the diversity of the Soulslike game genre.

Keywords: Action role-playing game, Soulslike, semi-linear map exploration, video game development, player experience