

Team Onion 🍷 proudly presents...

Soulbound Escape:

A Hunter's Redemption

Alpha Release

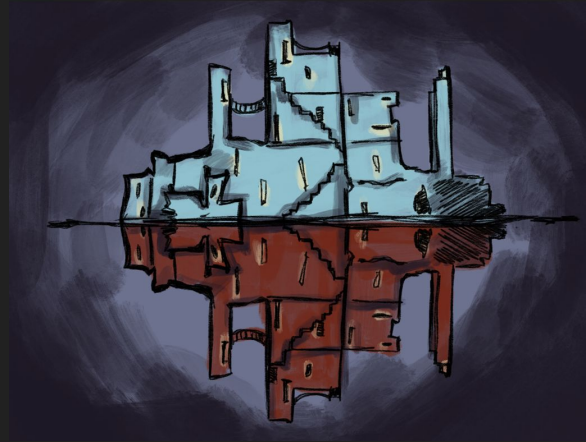
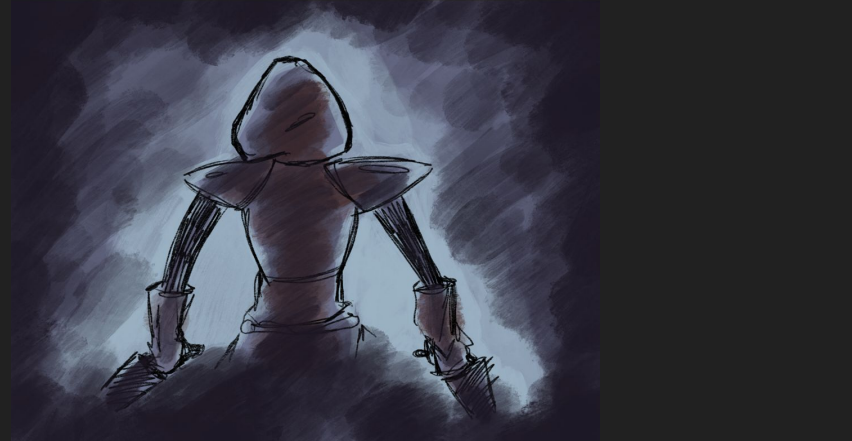




Story

You finally track down and encounter your mark: a powerful demon that would turn out to be more than just another day on the job.

When you are finally about to land the finishing blow on the demon



Gameplay Loop

Objective: Collect 3 key items -> Opens a portal to escape

Obstacles: Enemies

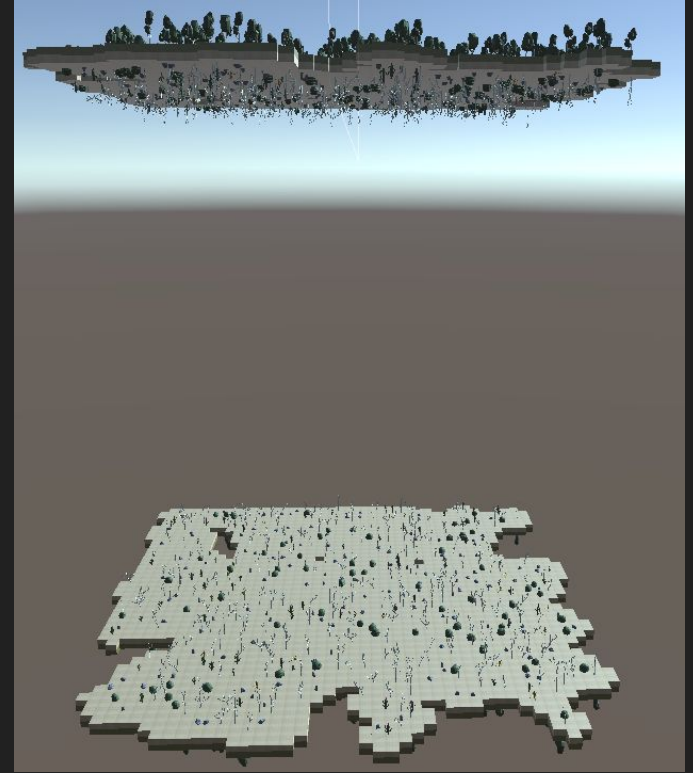
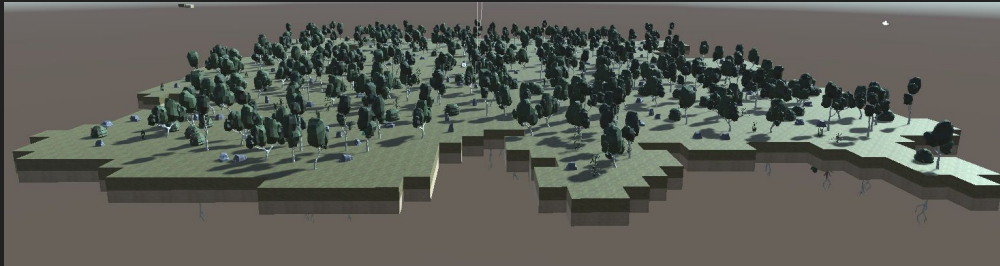
Future plans:

- final boss fight
- more mechanics for the world flipping

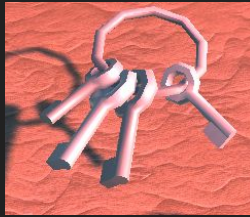
Map Generation

Pivoted our approach to generate two worlds

Map generation: Adapted version of a Cellular Automaton with Moore Smoothing to randomise our map



Interactables



- Potion
- Key chain
- Candles

Collect with E -> Portal spawns



Enemies and Combat system



Combat

-The combat system has been refined with a variety of particle systems.

-The combat system is currently using an event system.



Development Schedule

Functional Minimum

- Simple map
- Isometric camera view
- Player controls
- Basic combat system
- Basic enemies

Low Target

- World flip mechanic
- Simple map generation

Desired Target

- Procedural map generation
- Interactables
- Animations
- SFX

High Target

- Boss enemy
- More enemy types
- Adaptive difficulty
- Complex interactables
- Audio

Extras

- More complex combat system: ranged combat, spells
- Different triggers for world flipping
- Infinite progression through levels -> rogue-like elements

ask.

