Rogue Gen

Jean Paul Vieira Filho
Andreas Leitner
Florian Buschek

30.04.2018

"Big Idea" Bullseye

Unique, action packed Adventures!

Dynamic combat and generated levels!

The Game So Far

- Local Multiplayer Action RPG

- Procedurally Generated World

Changes: Levels

Levels too big and somewhat empty

- Multiple, smaller maps
- Boss-fights in special arenas
  - Creates more unique and balanced boss-fights
- Points of interest
  - Extra challange for extra loot
- Escort Light Orb
  - Focal point for healing
  - Increasing danger the farther away from it
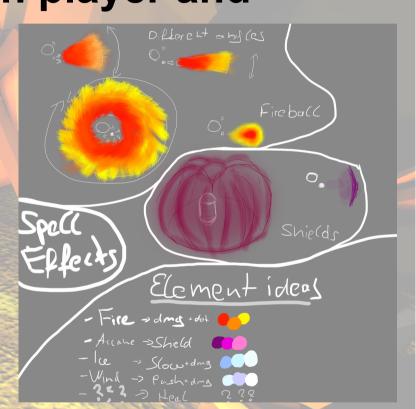 - Follows main path

Changes: Combat

Combat is too much "Button Mashing"

- Redesign to a Combo-based System
  - Do different moves depending on previous actions
- One main Weapon + one Element
  - Moves are determined by combination
- Addition of a resource system
- Different enemy design and better AI
- Choose loadout between levels

Changes: Graphics

Hard to distinguish between player and enemys

- Self-Made particle system

  - Special and recognizable look for effects

- Non-humanoid enemies

  - Players and enemies more distinguishable

- Triplanar Shader for environment

  - Blend different textures based on hight