

Ar 'n' Dungeon

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Computer Games Laboratory - class summer 2016, Technische Universität München

Dungeon-Crawler + Action-Adventure + Hack 'n' Slay + Local Coop



Kill all the monsters, evade all the traps and collect all the treasures

About the project:

The **Computer Games Laboratory** is a practical Master Course in which you live through a whole **Game Development Cycle** from **concepts** via **physical** and **interim prototypes** until the **final release**.

This year's topic: **Arcade**

Our base idea: **Hack 'n' Slay**

Improved by:

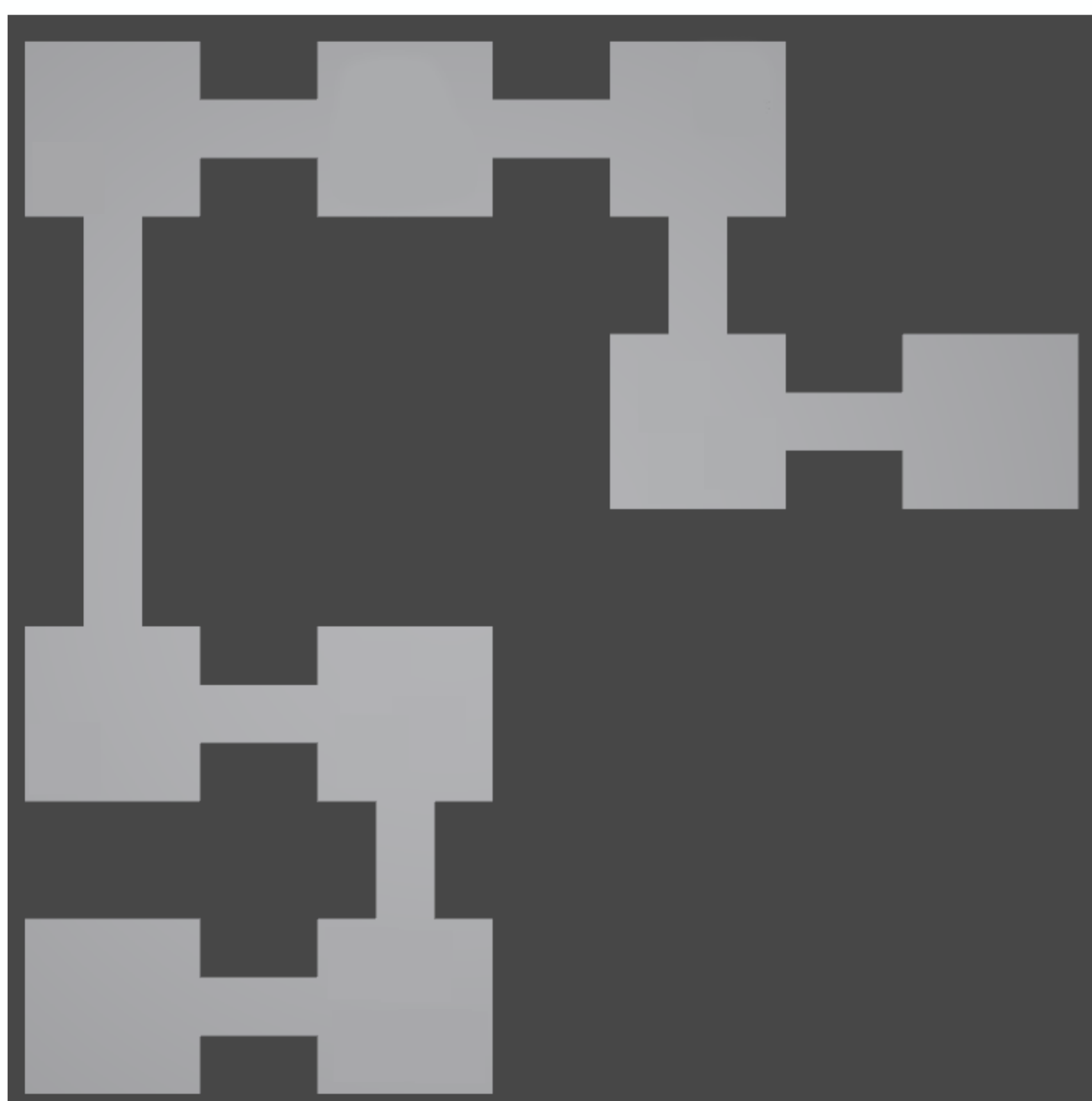
- **Up To Four Player Local Cooperative Multiplayer**
- **Stage-Generator**
- **Artificial Intelligences**
- **Skills**
- **Leveling-System**



Four skills, unlimited levels, unlimited stages and even higher scores

Four Players, Fast Gameplay, Fun for Everyone

How to stage-generate:



Generate Path on Grid



Use Spawn Area to Balance



Spawn 3D Props and Effects