SMOL

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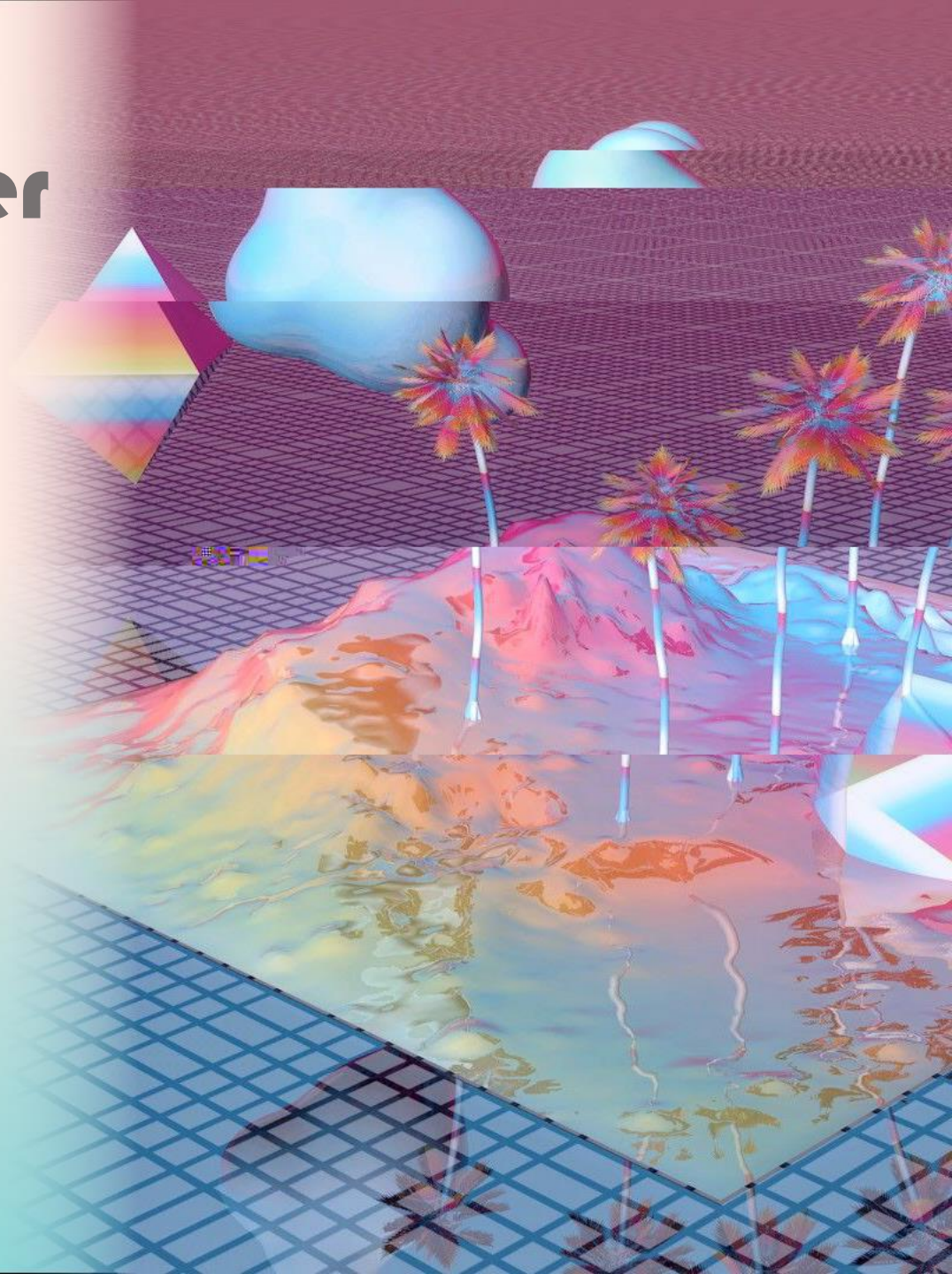
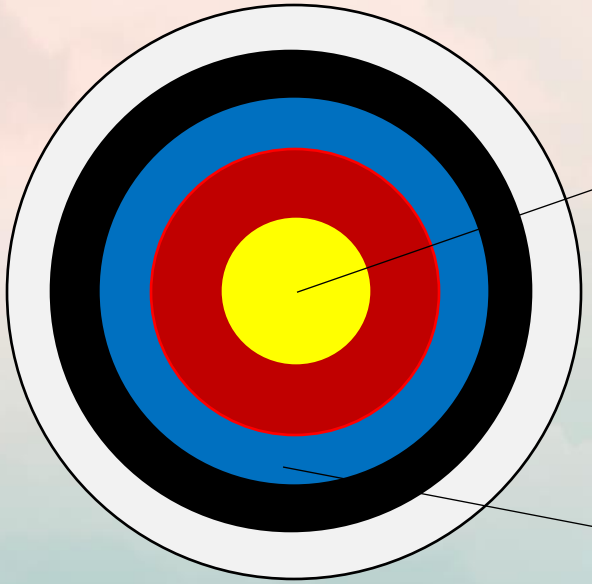
Roguelike Dungeon Crawler

- 2.5D Twinstick-shooter
- Procedural generated levels
- Futuristic setting (vaporwave like visuals)
- Play a hacker trying to save the cyberspace by destroying glitches



"Big Idea" Bulls Eye



Core Idea:
Rogue-like dungeon crawler

Technical Achievement:
Procedurally generated levels

Technical Achievement

- Procedurally generated levels
  - Generate rooms with enemies, traps and obstacles
  - Increasing difficulty as game progresses
  - Different level types

Functional Minimum

- Handmade level
- One functional enemy
- Basic Playable character
- Simple UI (Health, Quit Game, Settings)

low Target

- Simple procedural level generation
- Player abilities
- Visually somewhat appealing
- Boss enemy
- Level obstacles

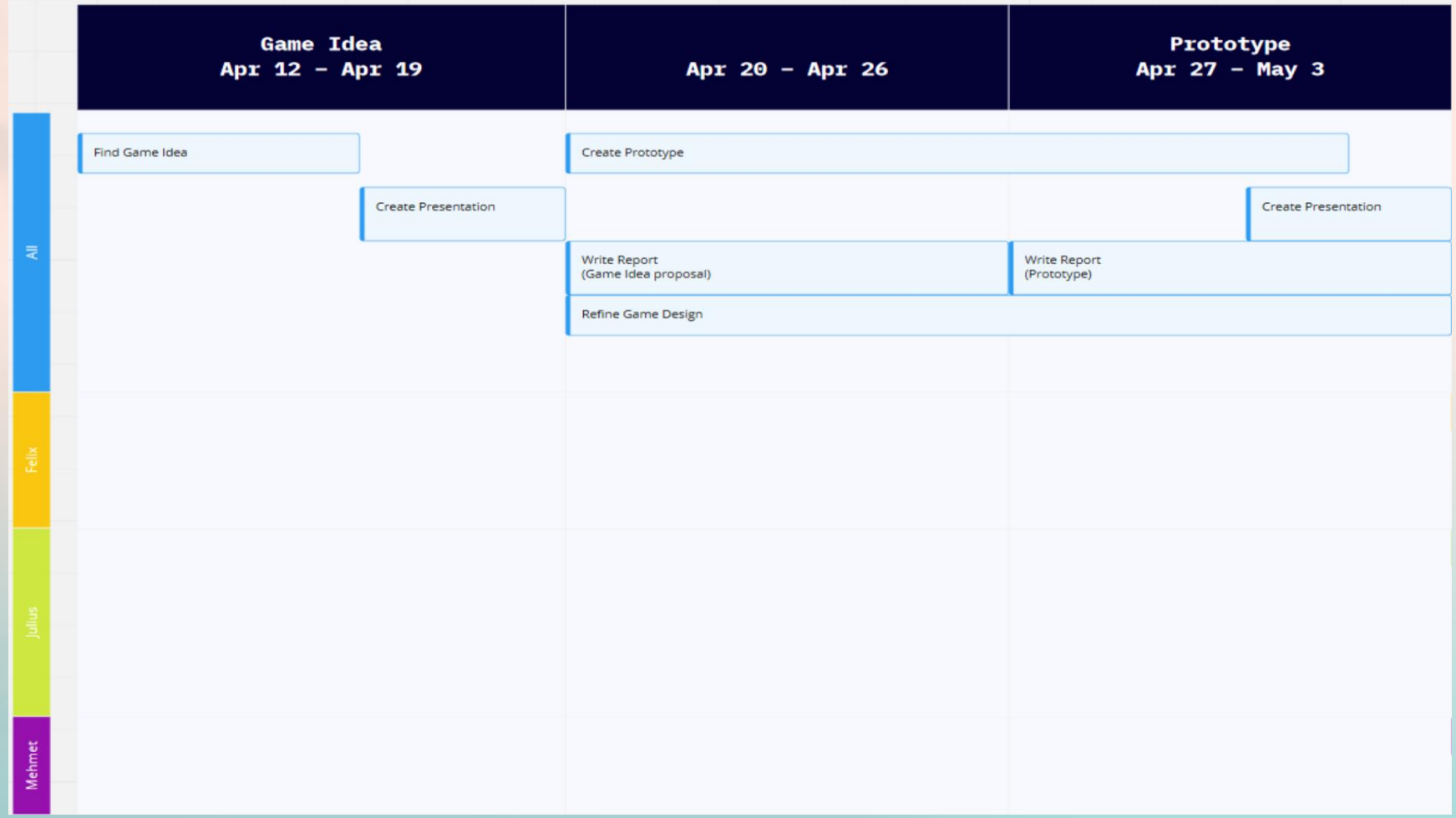
Desirable Target

- Fancier procedural level generation
- Extended UI
- More and animated enemies (~3)
- Traps
- Sound effects and music
- Well balanced

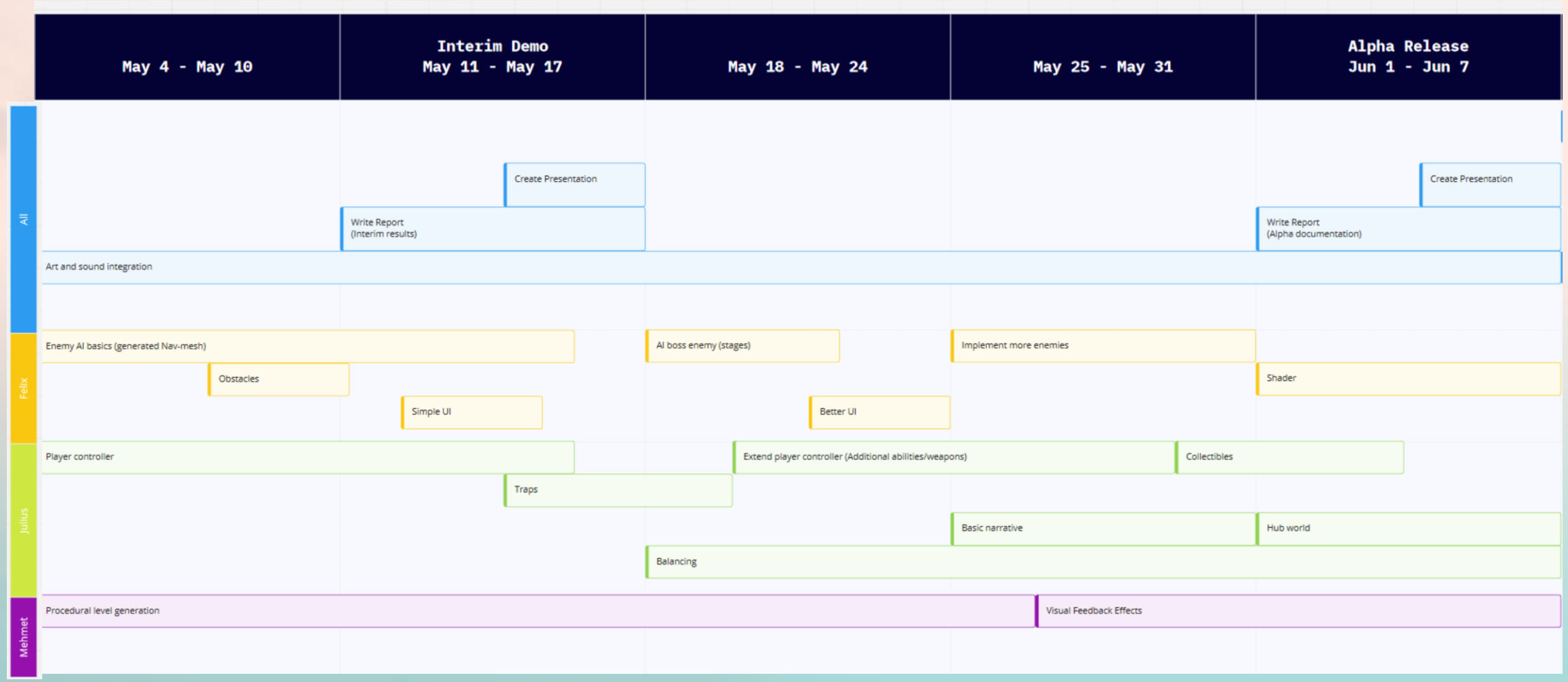
High Target

- Visual Feedback Effects (i.e. screen shake etc)
- More weapons
- Collectibles (Player Power-ups/Upgrades)
- Enemy drops
- Hub world
- Basic narrative

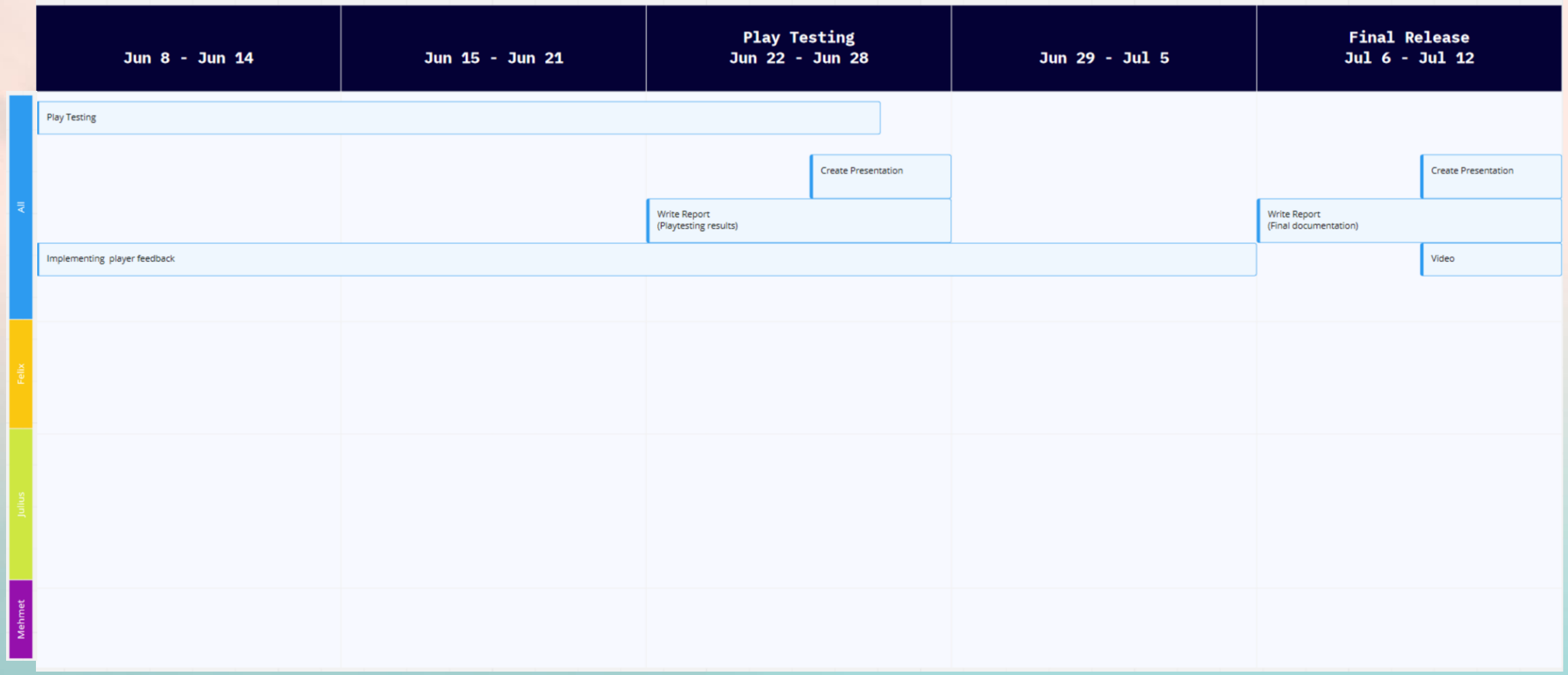
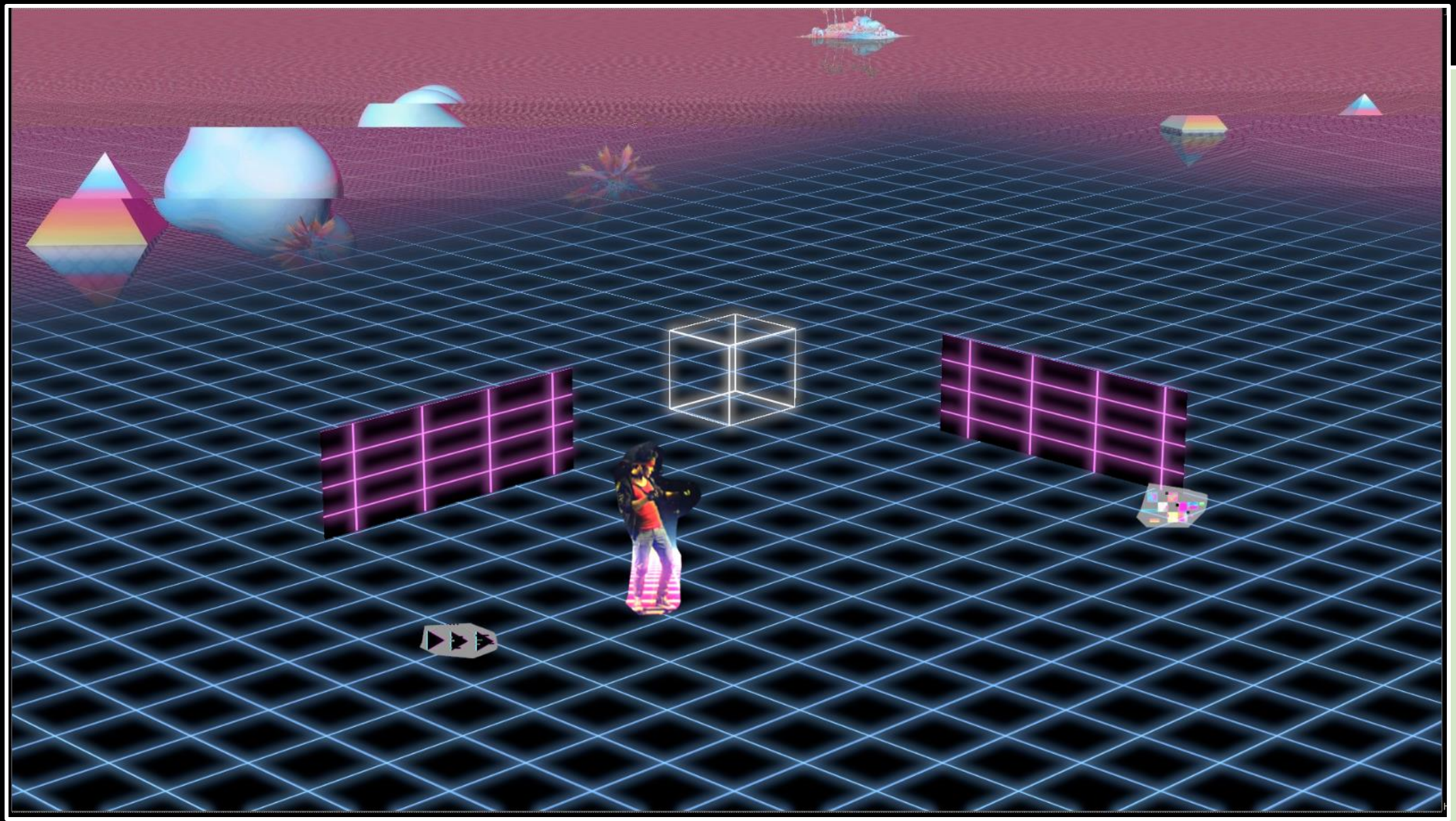
Timeline


Game Idea
Apr 12 – Apr 19
Apr 20 – Apr 26
Prototype
Apr 27 – May 3
All
Felix
Julius
Mehmet
Find Game Idea
Create Prototype
Create Presentation
Create Presentation
Write Report
(Game Idea proposal)
Write Report
(Prototype)
Refine Game Design

Timeline


May 4 - May 10
Interim Demo
May 11 - May 17
May 18 - May 24
May 25 - May 31
Alpha Release
Jun 1 - Jun 7
All
Felix
Julius
Mehmet
Create Presentation
Write Report
(Interim results)
Create Presentation
Write Report
(Alpha documentation)
Art and sound integration
Enemy AI basics (generated Nav-mesh)
AI boss enemy (stages)
Implement more enemies
Obstacles
Shader
Simple UI
Better UI
Player controller
Extend player controller (Additional abilities/weapons)
Collectibles
Traps
Basic narrative
Hub world
Balancing
Procedural level generation
Visual Feedback Effects

Timeline


Jun 8 - Jun 14
Jun 15 - Jun 21
Play Testing
Jun 22 - Jun 28
Jun 29 - Jul 5
Final Release
Jul 6 - Jul 12
All
Felix
Julius
Mehmet
Play Testing
Create Presentation
Write Report
(Playtesting results)
Implementing player feedback
Create Presentation
Write Report
(Final documentation)
Video