

smol – Project Chiron

Julius Krüger. Felix Kosian. Mehmet Dereli Louis Hoetzl (MD.H.)

Roguelike Dungeon Crawler

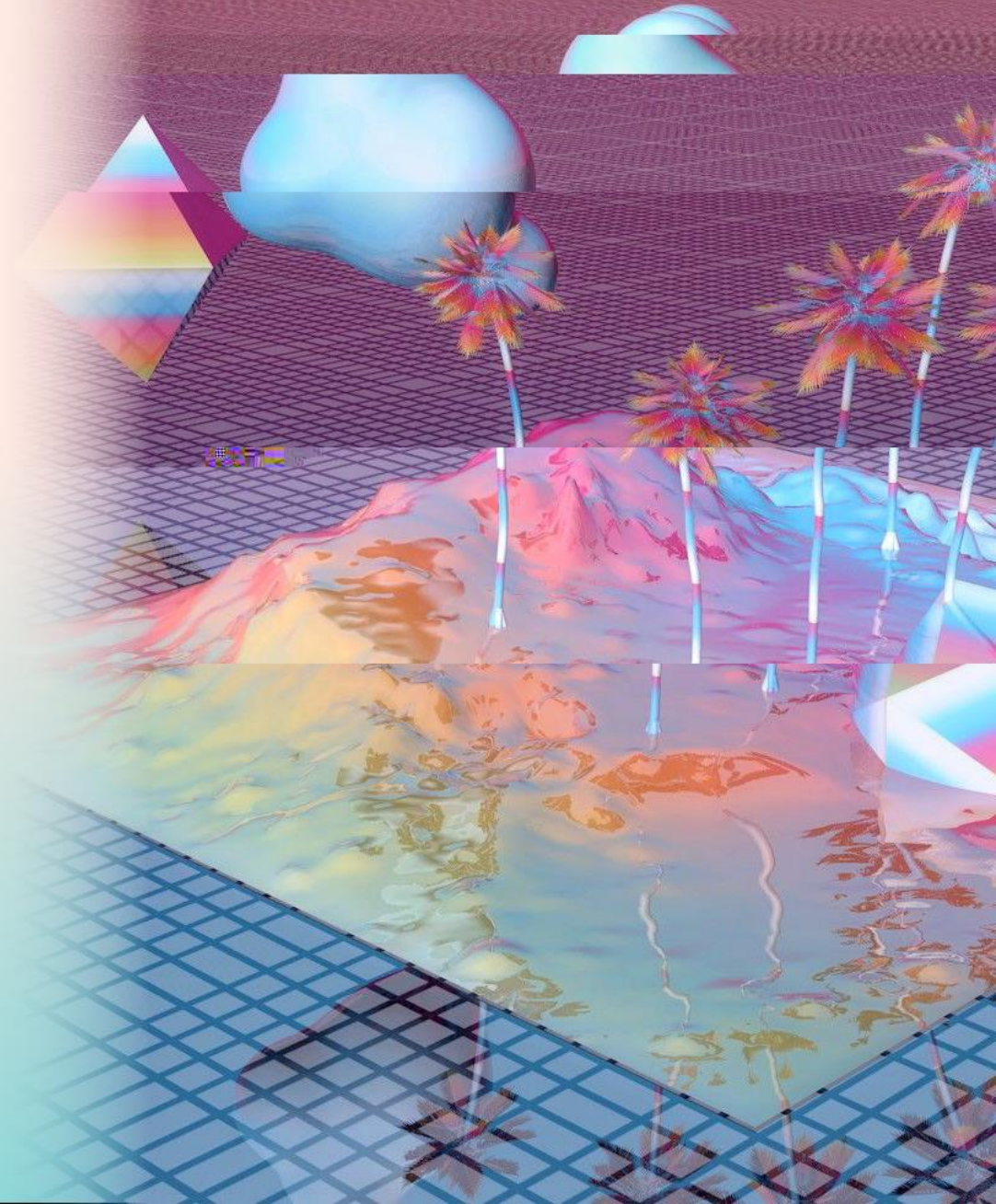
- 2.5D Twinstick-Shooter
- Procedural generated levels
- Futuristic setting (vaporwave like visuals)
- Play a hacker trying to save the cyberspace by destroying glitches

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Prototype Description

- Turn Based
- 2 Players (1 Enemy, 1 Player)
- Player Goal: Kill all enemies
- Enemy Goal: Kill the Player



Prototype Rules

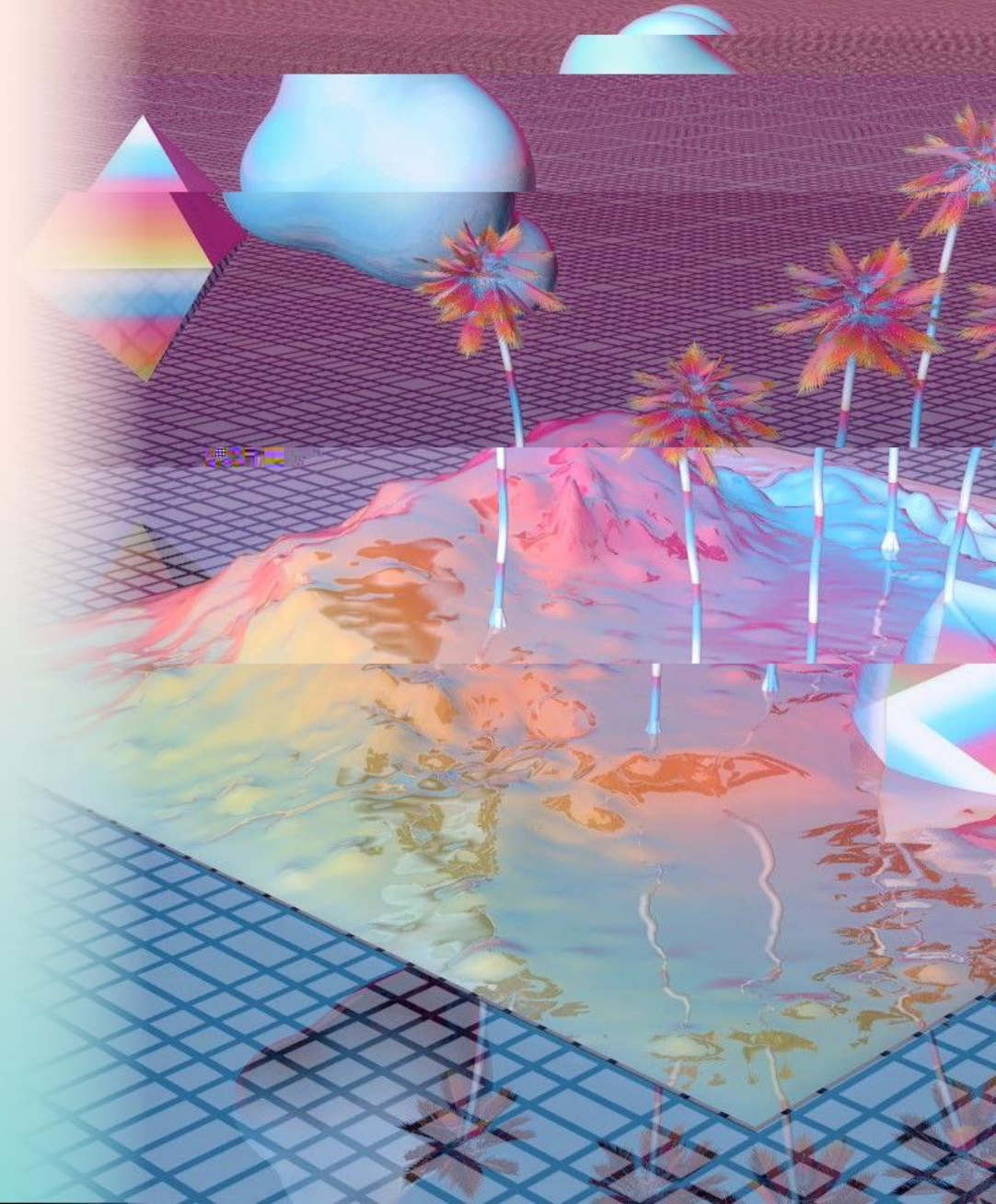
- Every turn takes 3 seconds
- Every possible action takes 1 second
- Actions include:
 - Moving 1 Tile
 - Shooting
 - Using an Ability
- After 5 levels the boss appears

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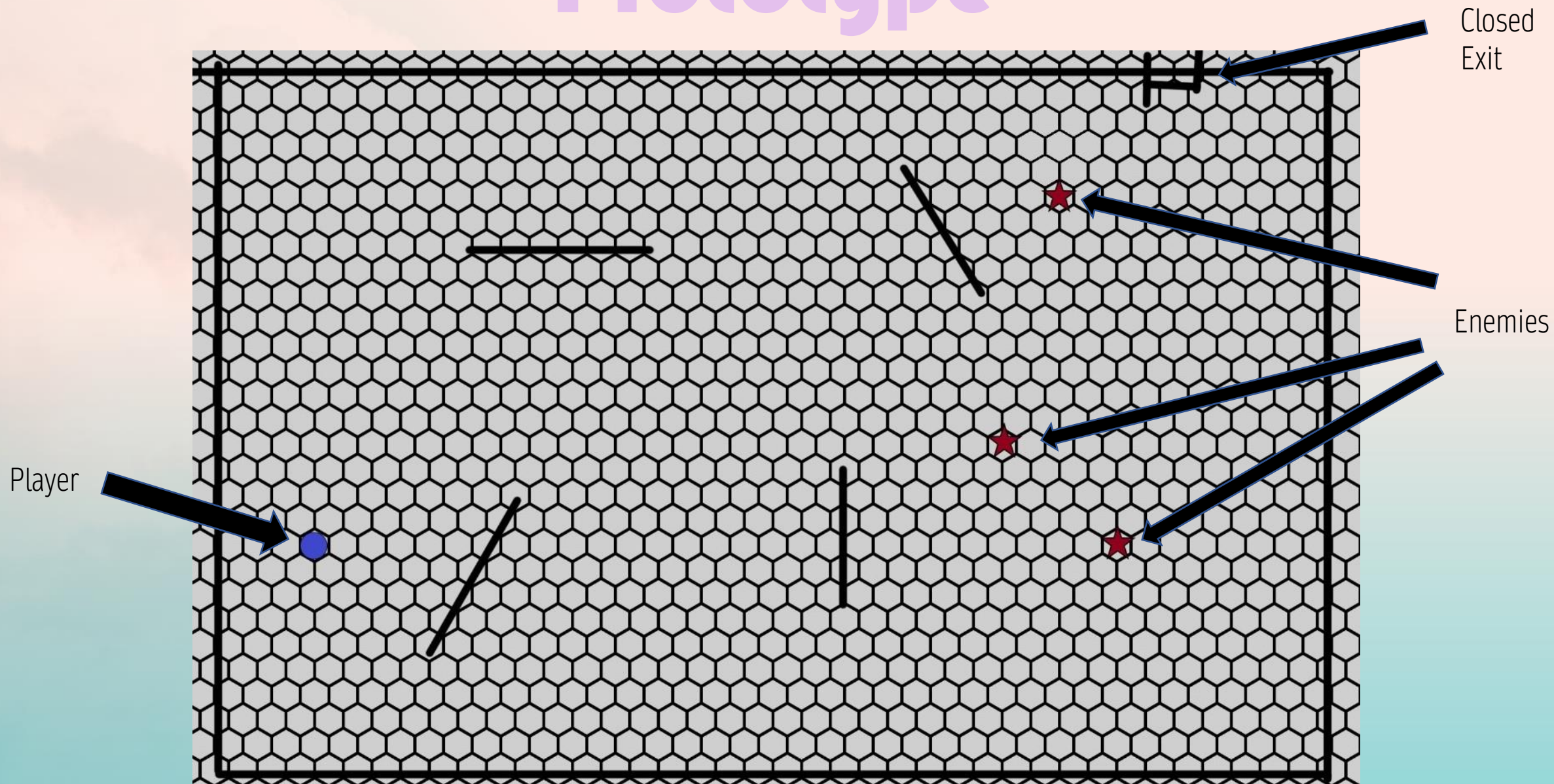


Level Design

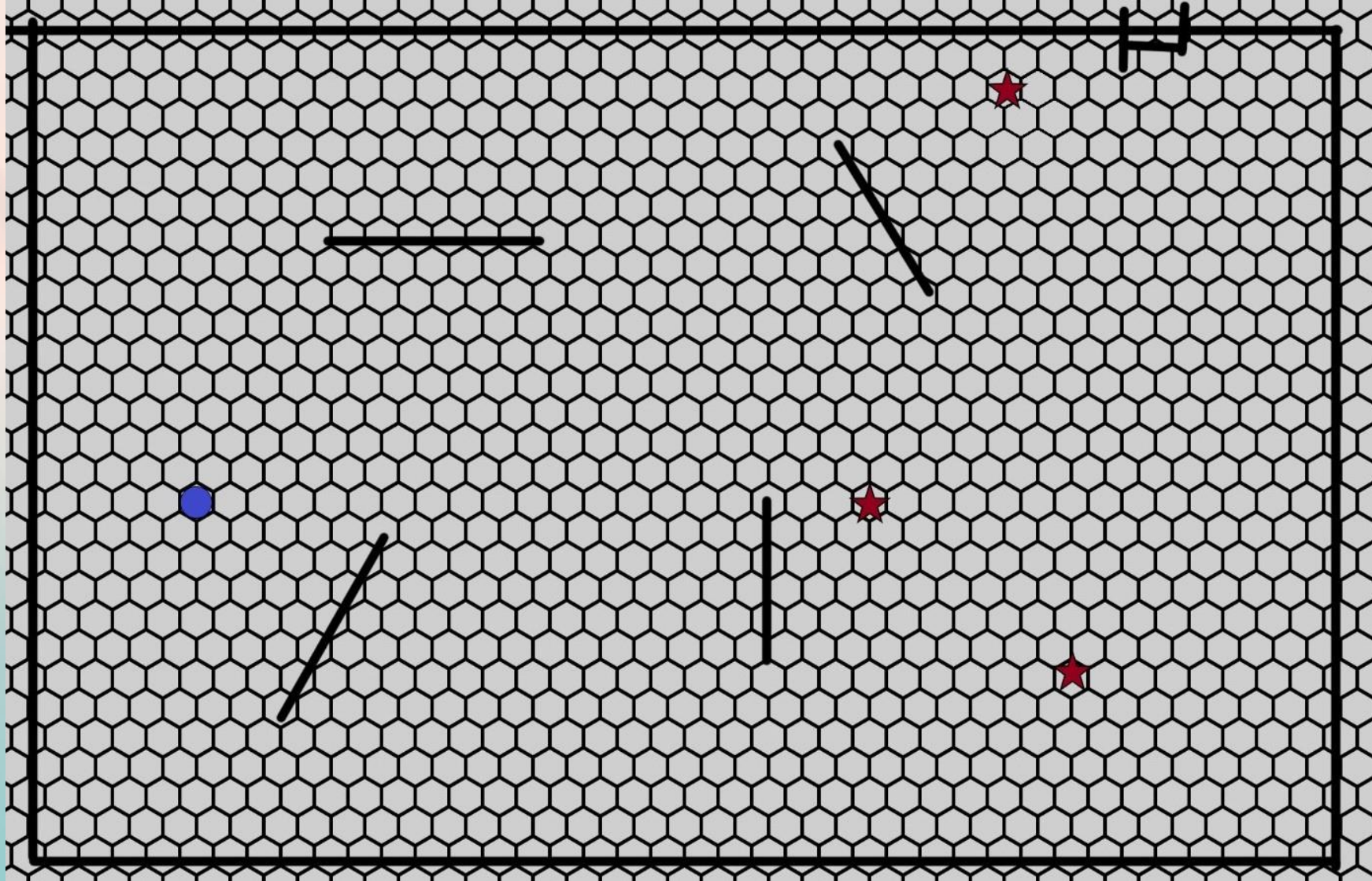
- Hexagonal grid as level layout
- Players can choose a random Level outline
- Players can place the traps randomly (e.g. with a dice)
- Placing Enemies costs Points
- Scaling amount of Points per Level
 - 30 Points at Start + 10 Points each Level
- Enemies:
 - Submachine gun enemy: 10 Points
 - Shotgun enemy: 20 Points
 - Rocket Launcher enemy: 30 Points



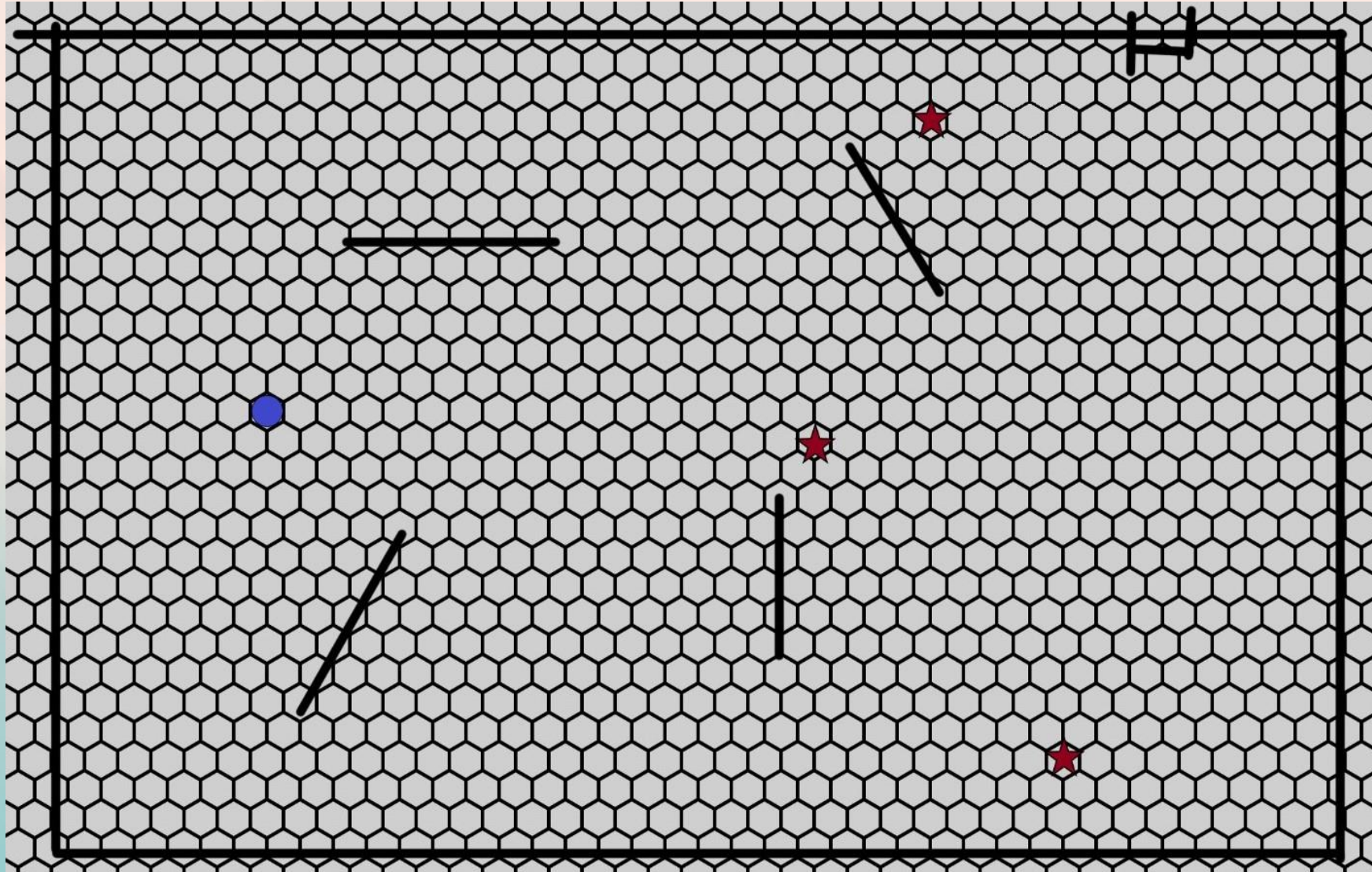
Prototype



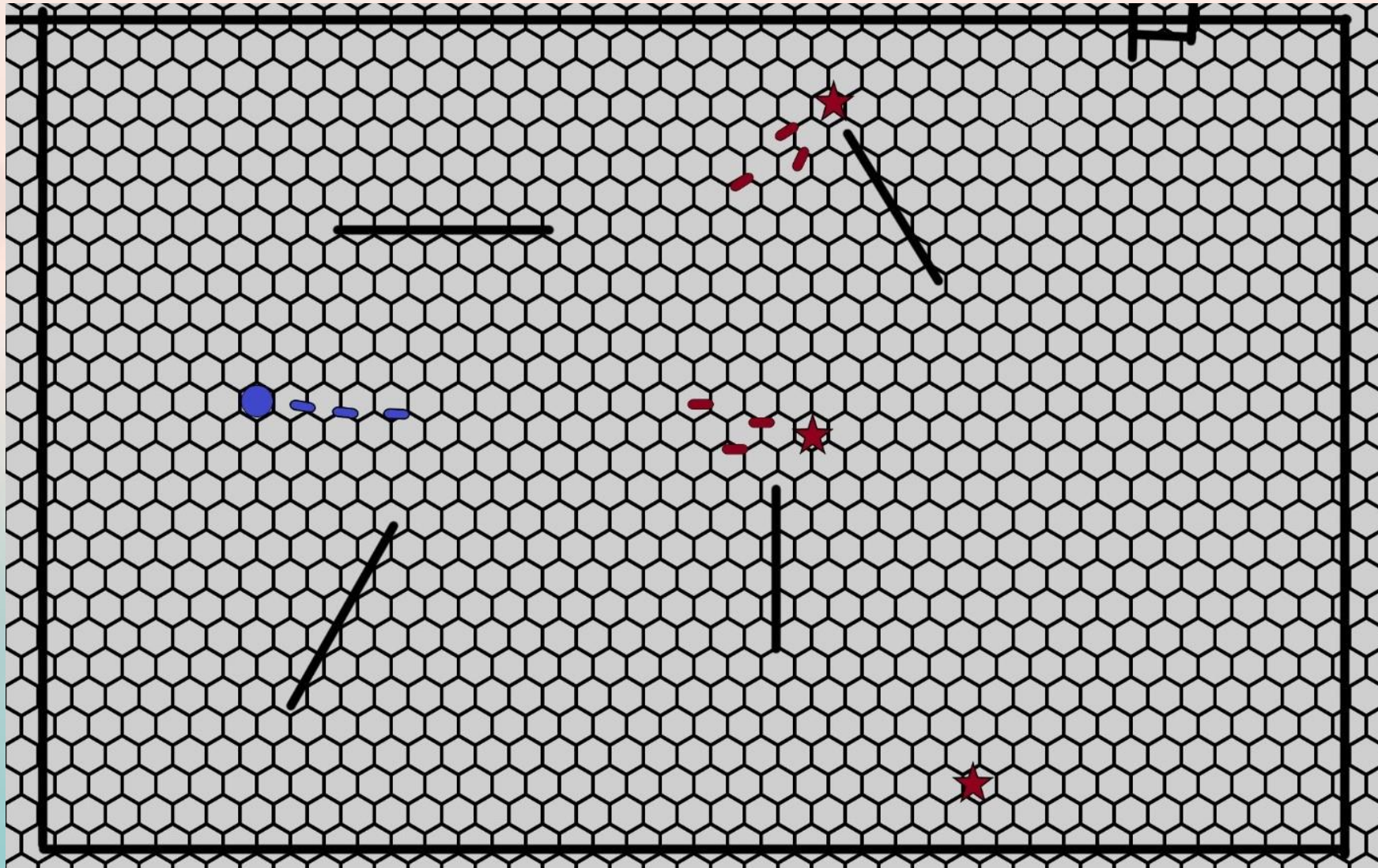
Game 1 - Movement



Game 1 - Movement

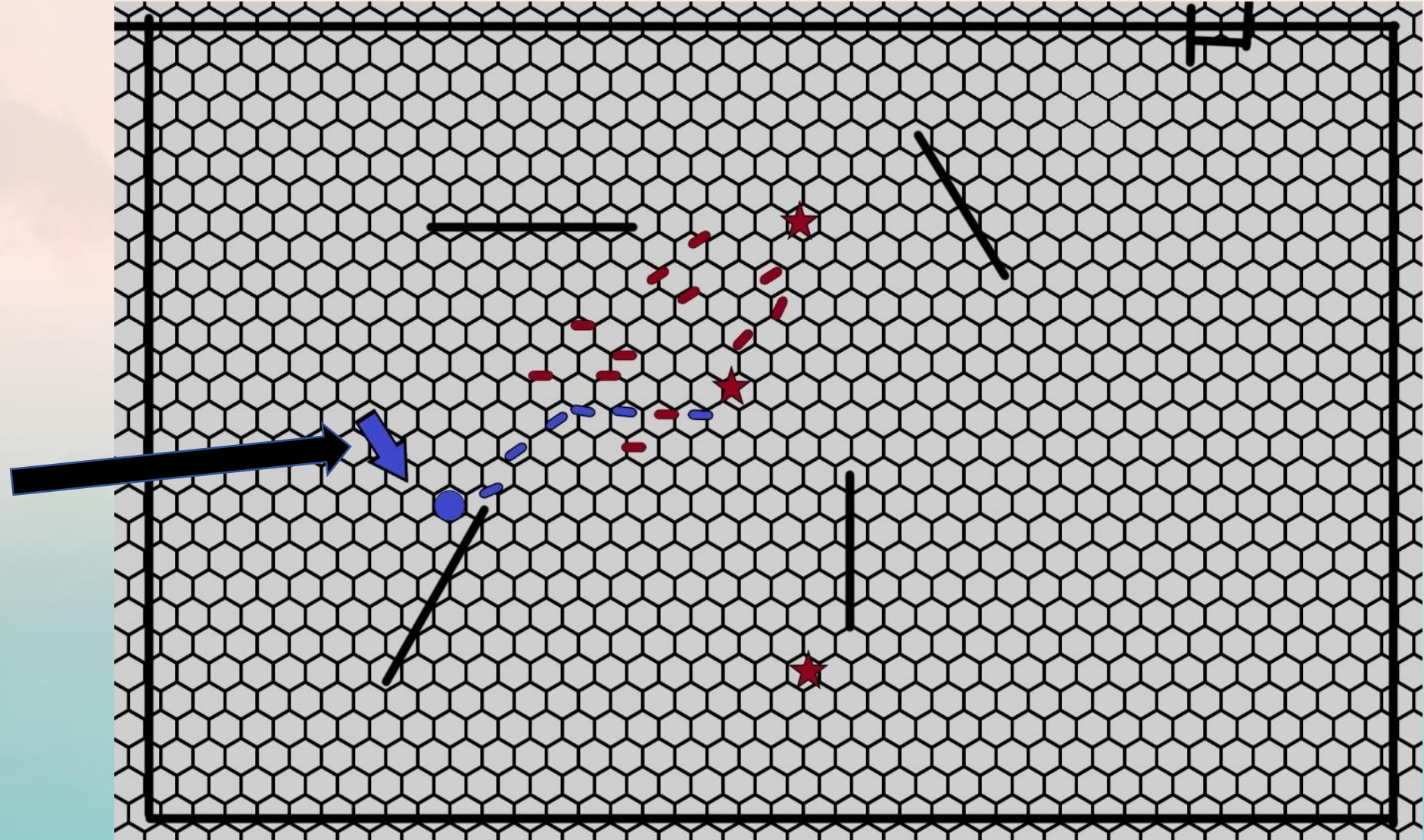


Game 1 - Bullets

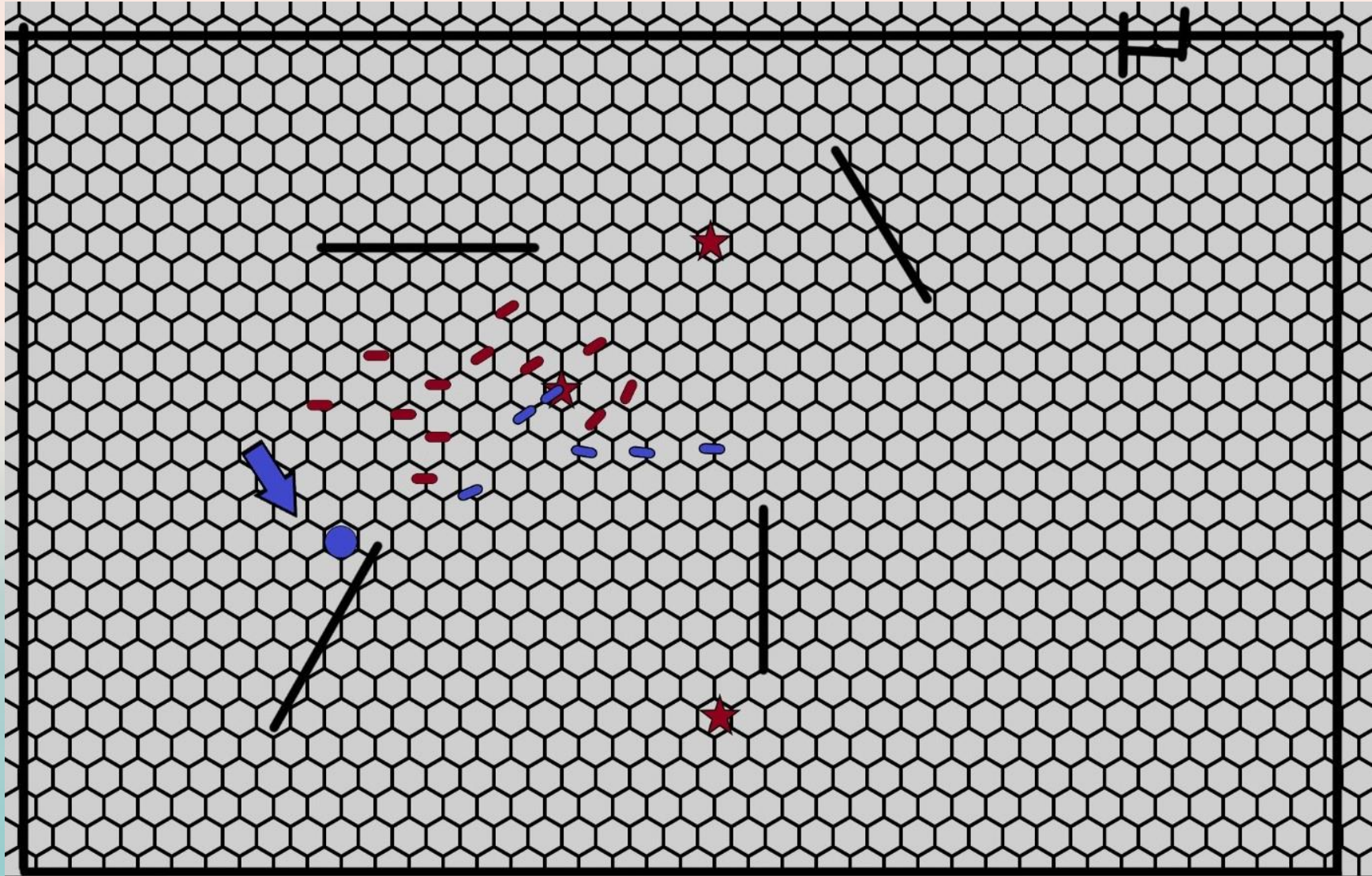


Game 1 - Ability

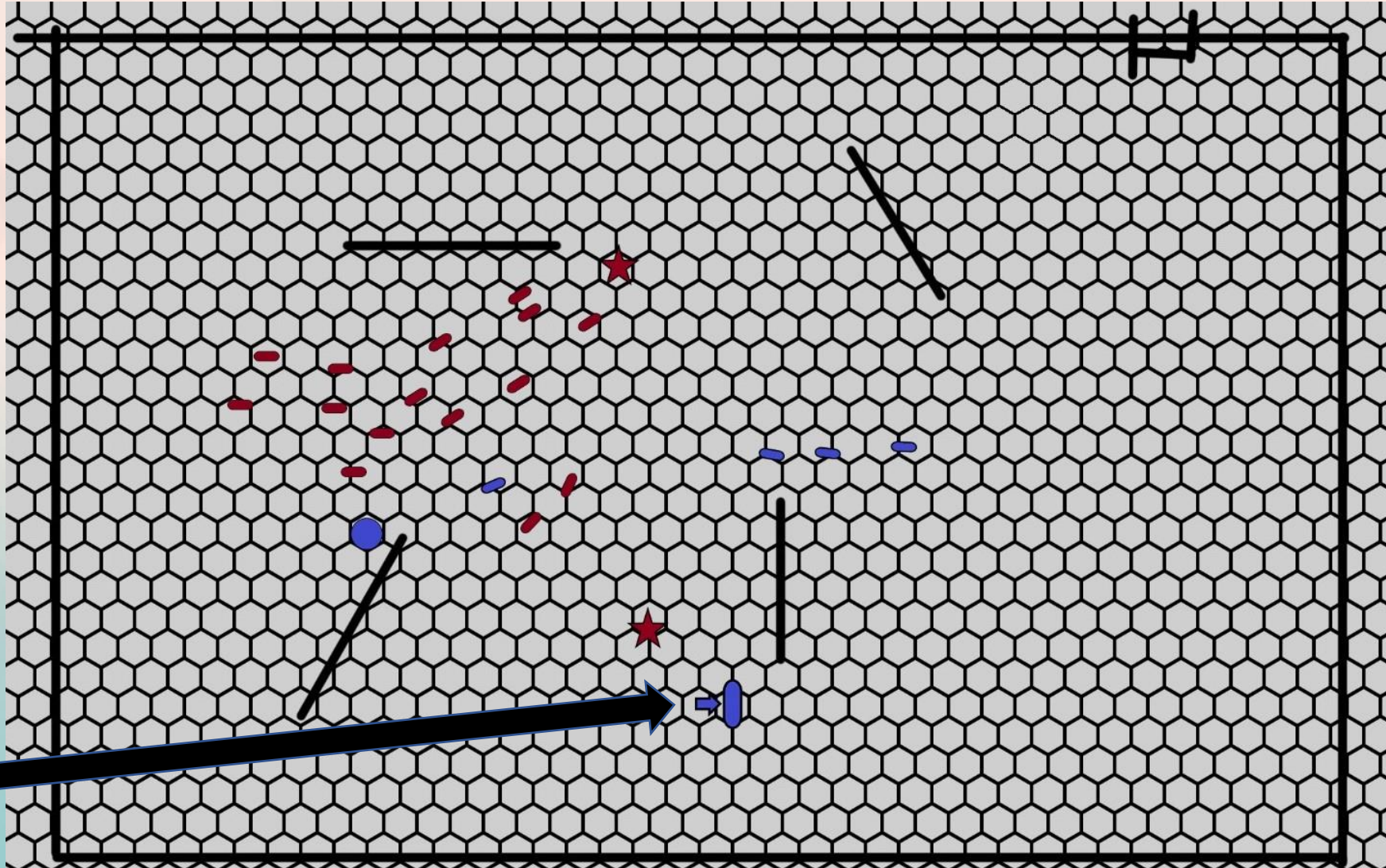
Dash
ability



Game 1 - Ability

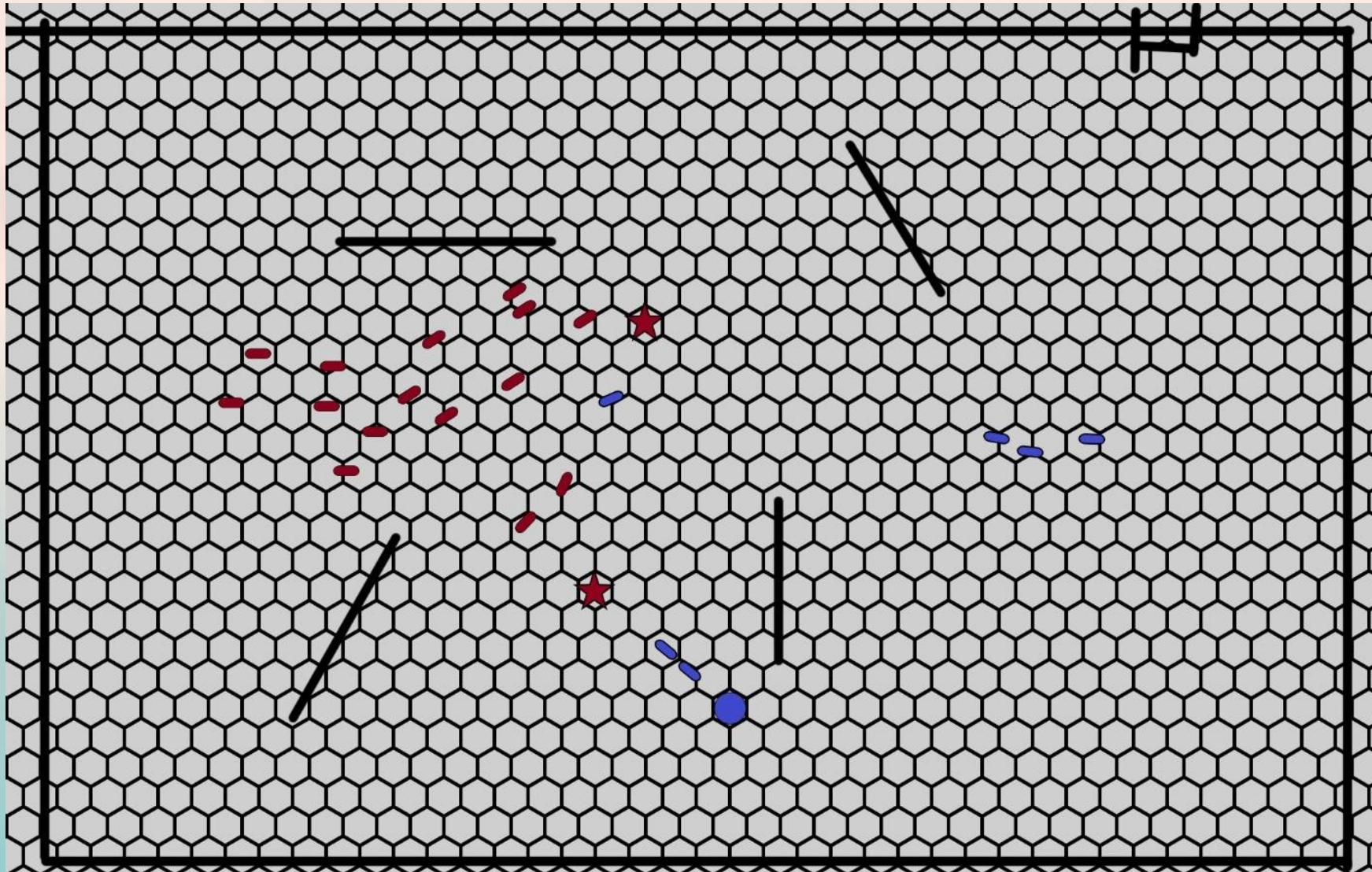


Game 1 - Ability



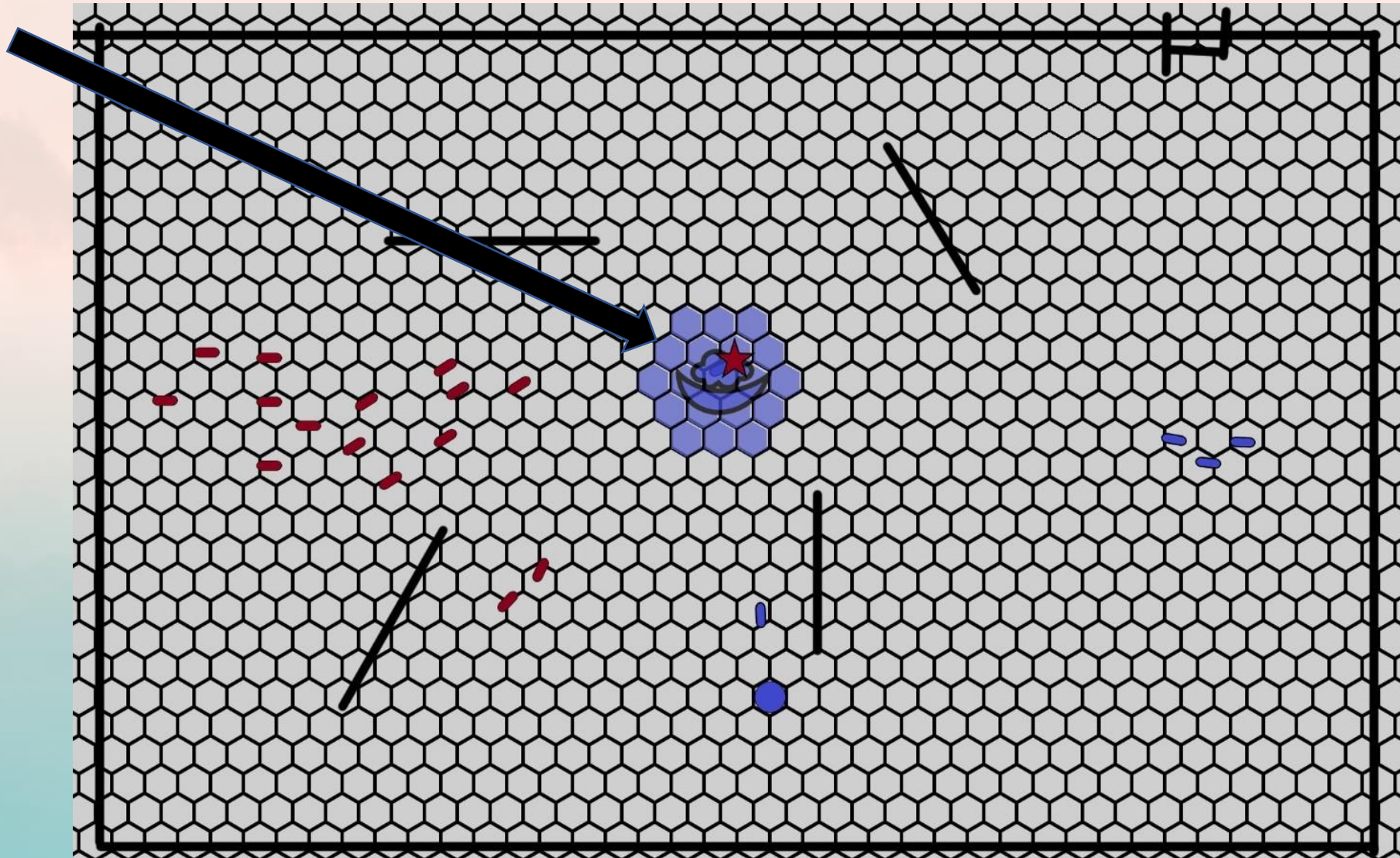
Teleport
ability

Game 1 - Ability

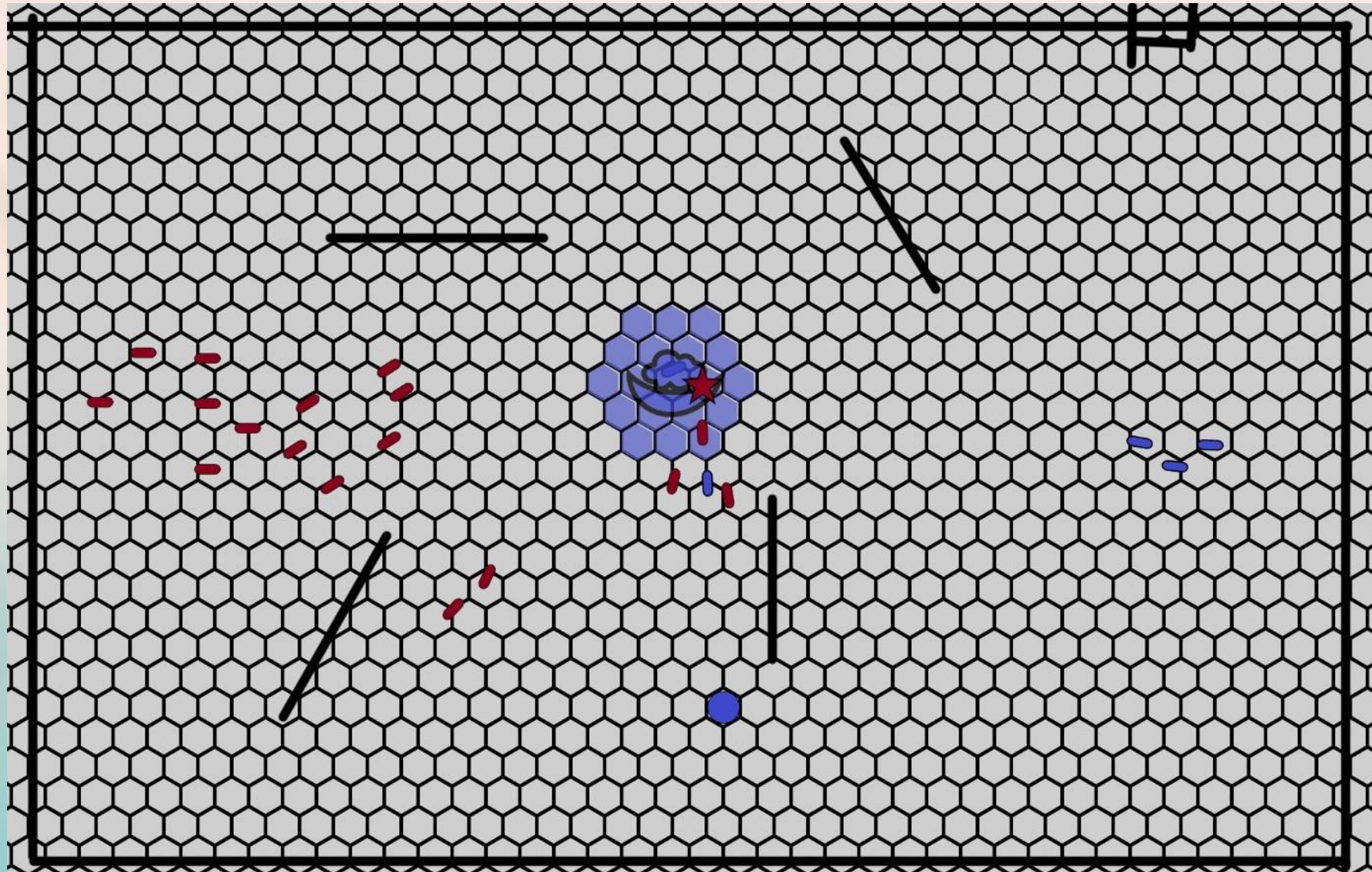


Game 1 - Ability

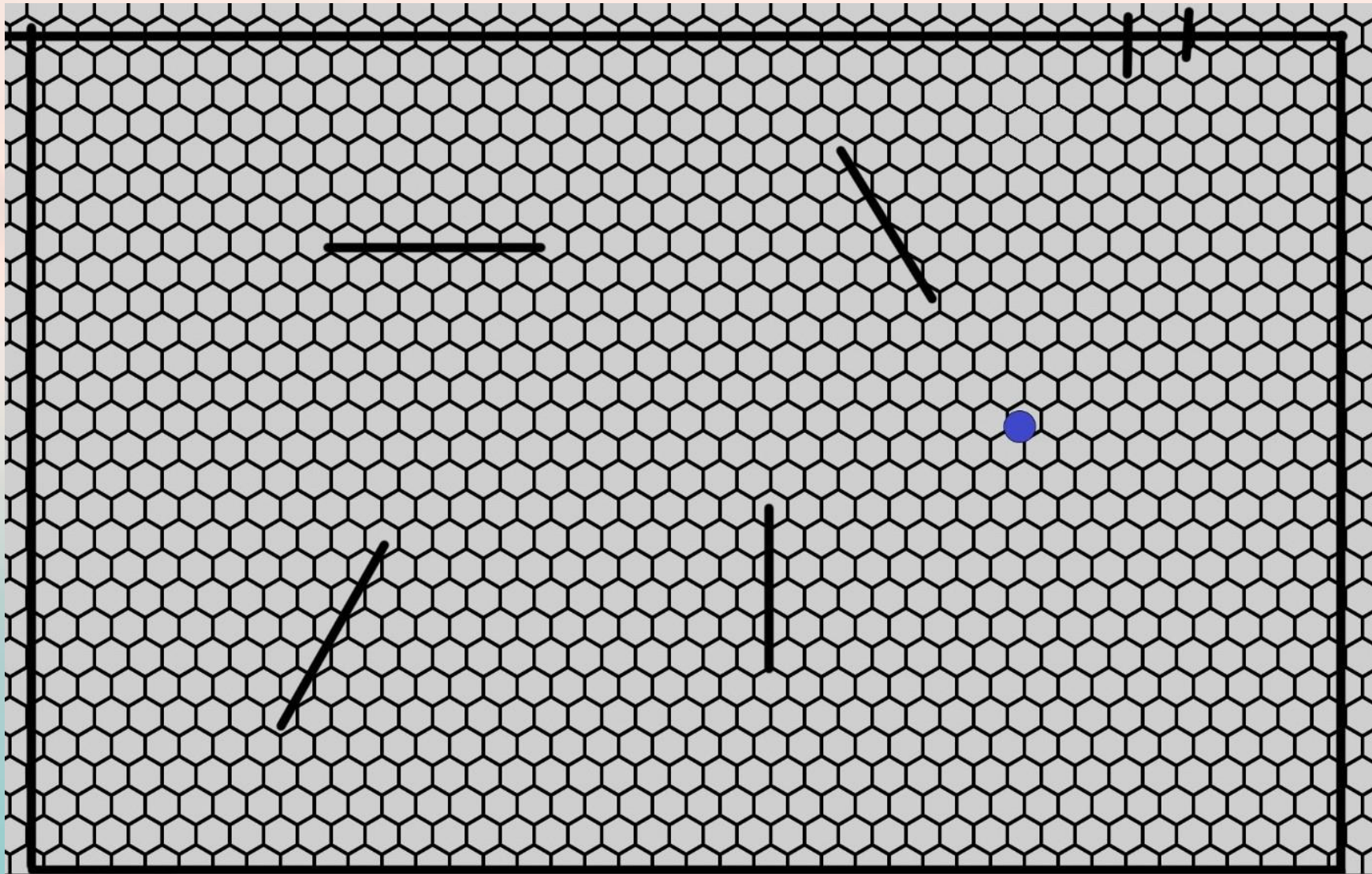
Slow field
ability



Game 1 - Ability



Game 1 - End



Experience

- Very chaotic
- Moving all the components is very tedious
- Gameplay speed is a lot slower
- Accurate gameplay experience ?
- Helped us better understand our design and importance of individual components

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What we have learnt

- Reduction of scope
- Balancing will be important (Abilities, Stats...)
- Change of boring features
- Importance of good AI
- Aspects of Level Design (e.g. size)



Game 2 - Snapshot

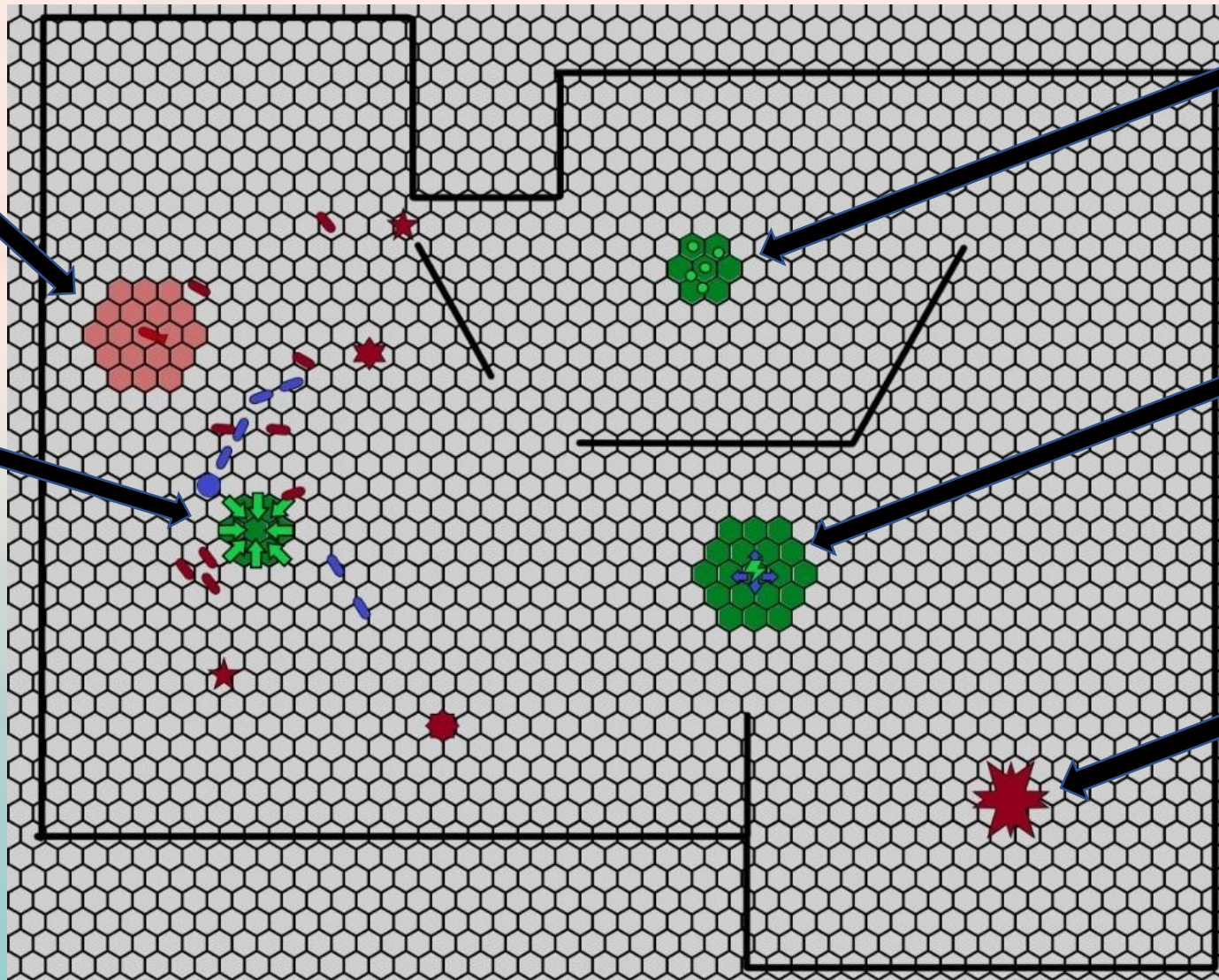
Explosion

Infection trap

Vortex trap

Inversion trap

Boss enemy



Any Questions ?

