

Rogue Gen

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RogueGen

- PCG Open world!
- Roguelike!
- Cooperative!
- Action RPG!
- A great evil is threatening the kingdom!
- Travel and overcome challenges **together!**
- Pre-order and receive exclusive in-game armor!!



Main Features

- **Modular biomes:**

- Different types of forests
- Desert
- Lakes
- ...



- **Dynamic combat:**

- Loot based progression
- Weapon based classes
- Scavenge weapons from fallen foes



Feedback Changes

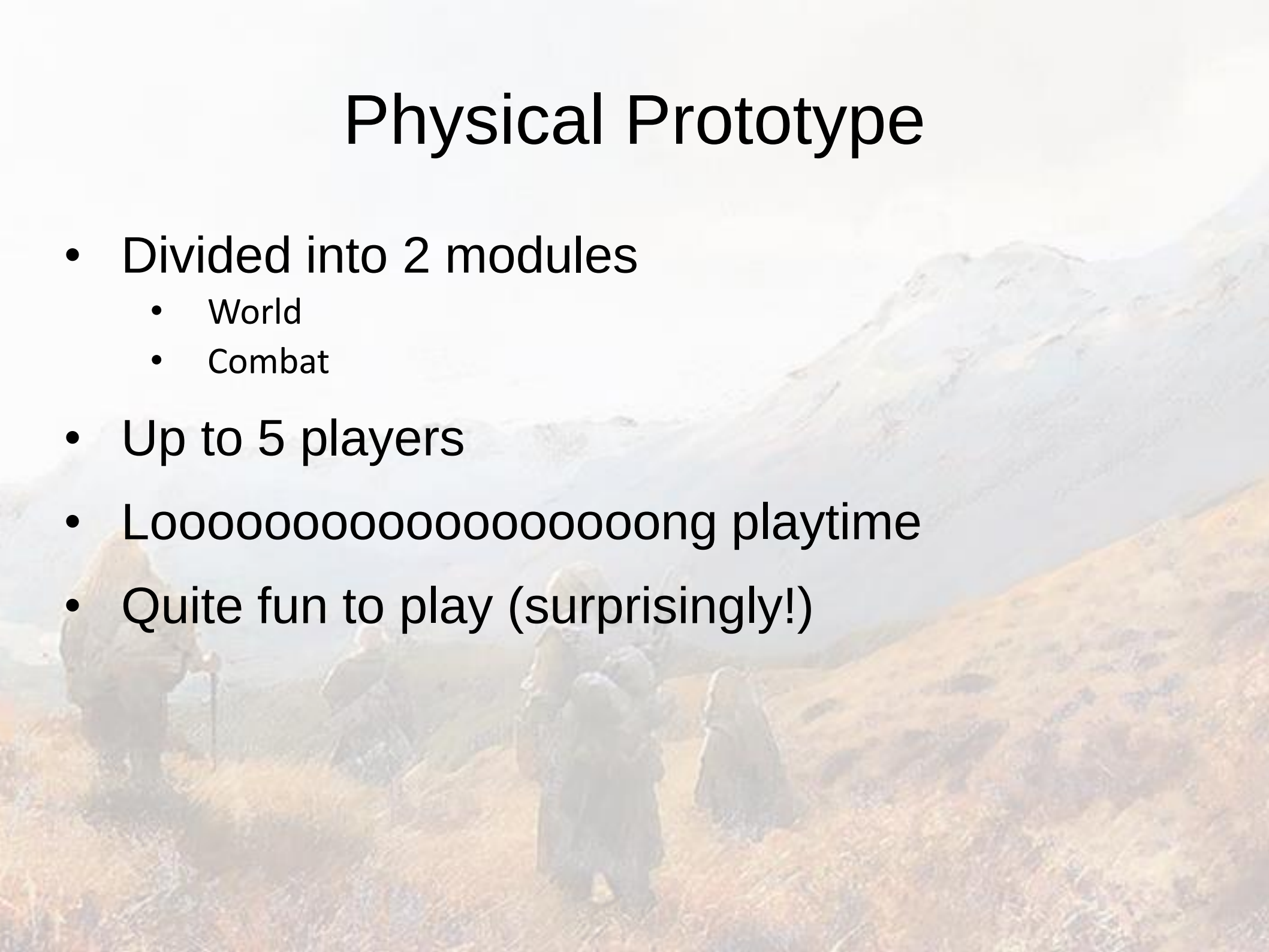
- Removed Statue Puzzle



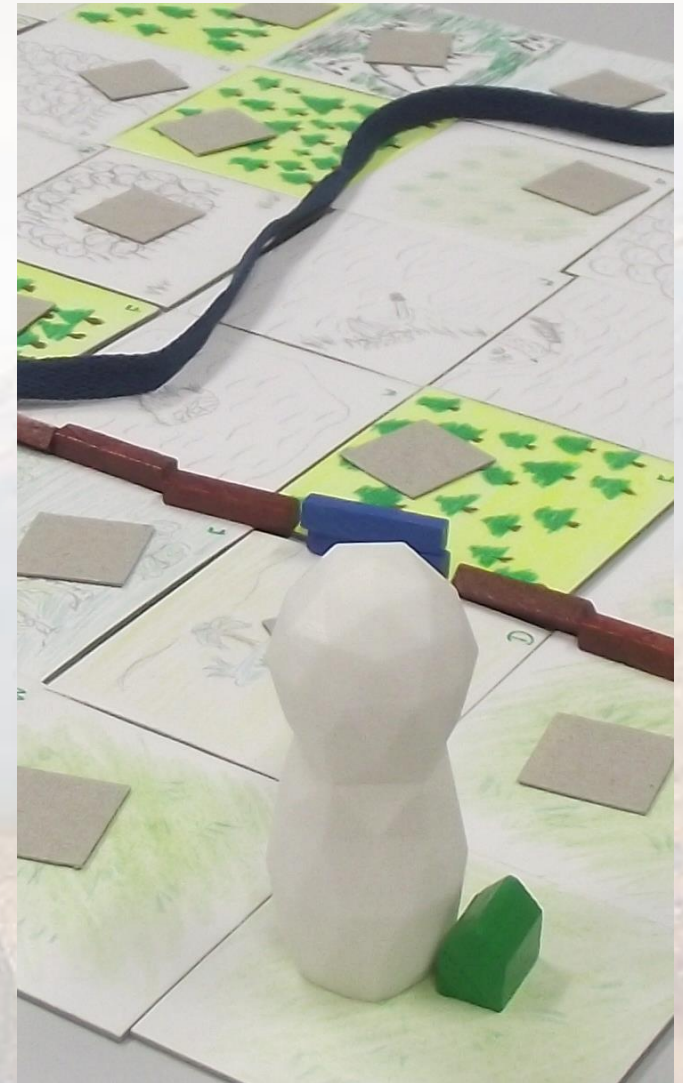
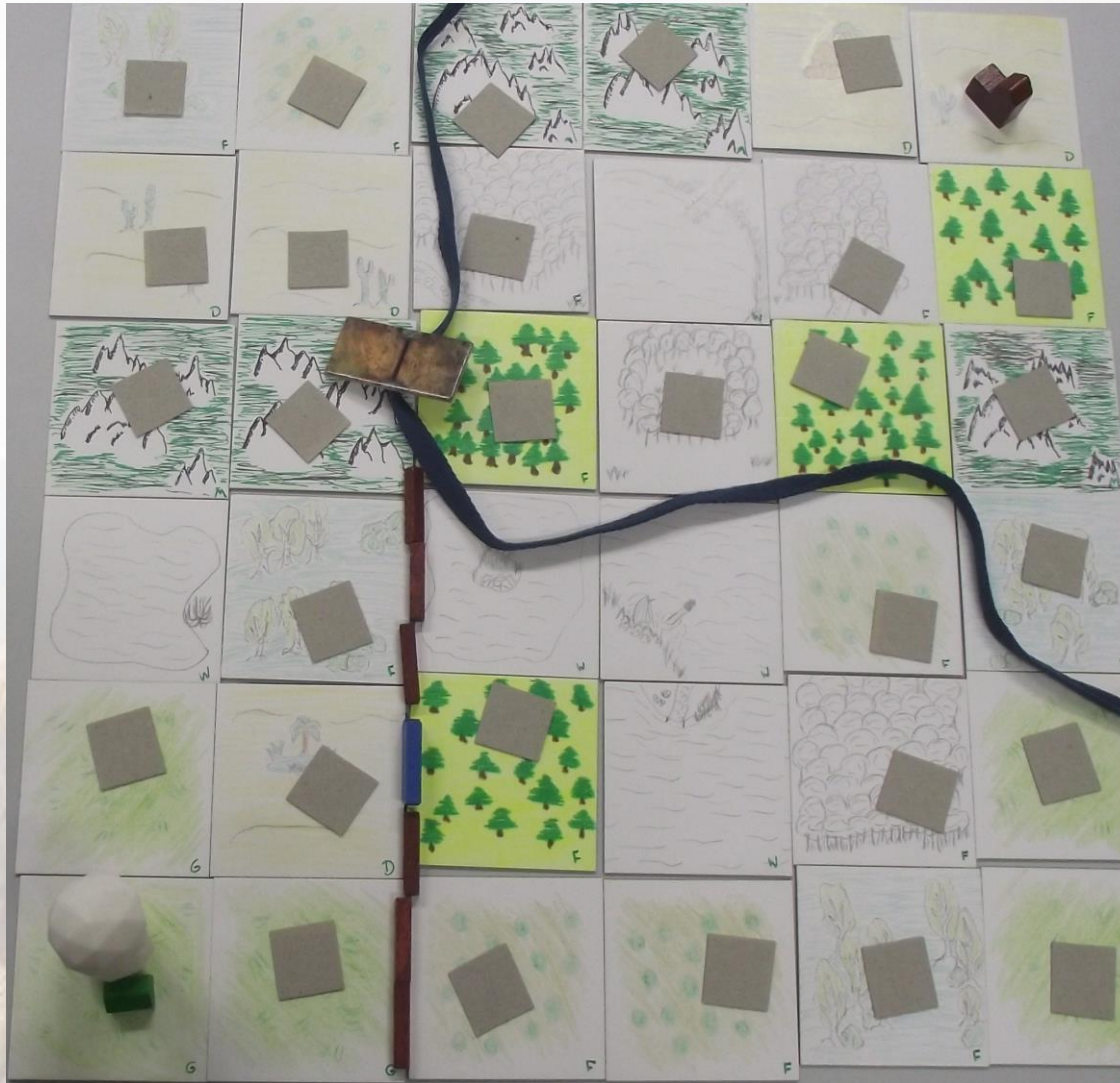
- Focus on combat and terrain generation only
- Challenges come from combat and tasks in the world

Physical Prototype

- Divided into 2 modules
 - World
 - Combat
- Up to 5 players
- Looooooooooooooooooooooooong playtime
- Quite fun to play (surprisingly!)



World Module



World Module

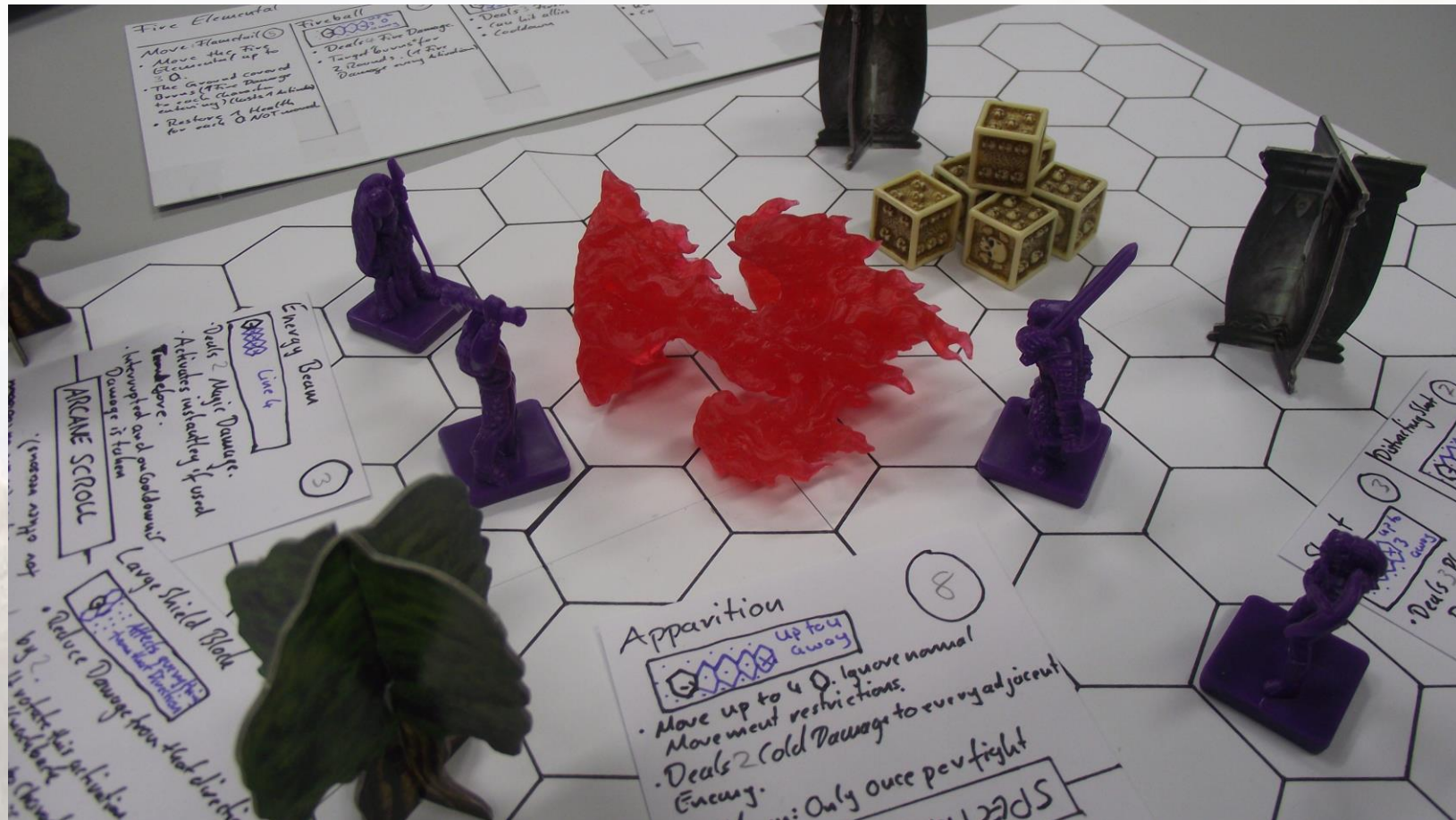
- Pieces:

- Tiles
 - Forest
 - Water
 - Desert
 - Stone mountain
 - Grass field
- Blue Catan streets for Ice Wall Bridge
- Catan city for end and village for start
- River as blue shoe lace
- Action figures
- Cards for combat system

- Events

- Paper chips with corresponding events in a table
- Challenges
 - Cannon:
 - Find cannon ball
 - Bring it to the bridge and shoot lever
 - Ice wall:
 - Defeat fire elemental boss
 - Melt Ice Wall

Combat Module



Combat Module

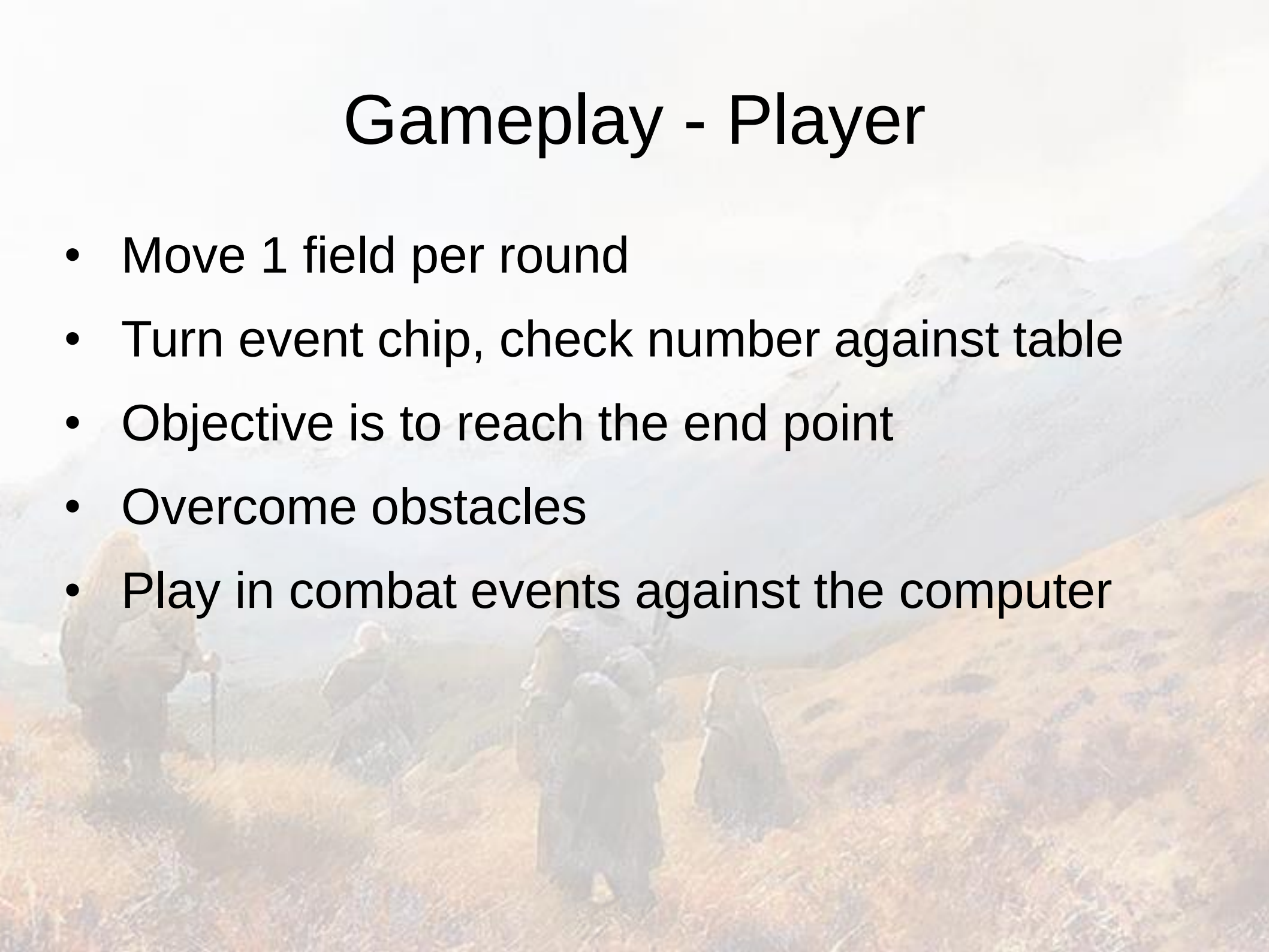
- Card based system:
 - Each card has a number and a description of the actions it performs
- Each player, including computer, selects an action based on weapon/enemy cards
- Highest number on the card takes preference w.r.t. lower numbers

Gameplay - Computer

- Build World (randomly placed tiles)
- Place points of interest
 - Start and End in opposite sides of the map
 - Separate start and end with Ice wall and River
 - Place the events in the world with the number
 - Fire boss must be reachable before ice wall
 - Cannon ball must be reachable before bridge
- Play in combat events against players

Gameplay - Player

- Move 1 field per round
- Turn event chip, check number against table
- Objective is to reach the end point
- Overcome obstacles
- Play in combat events against the computer



Live demo!

Thank you

