

## Rogue Gen

RogueGen is a roguelike game with procedurally generated world map and puzzles. It features 4 player local coop, where all the players must work together to overcome obstacles. Each time a game starts, a new world is generated with unique puzzles.

Set in a fantasy medieval world, the players start at a small town and embark on a quest to defeat a great evil. During theirjourney, they will-face enemies and solve complicated puzzles. The only feasible way to succeed is to work together:

## RogueGen

- OpenWorld-Roguelike-ARPG


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- 4-player local coop


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- OpenWorld-Roguelike-ARPG
- 4-player local coop
- Procedurally Generated
- Terrain
- Puzzles


## World Generation

- Biome based
- Structured by graphs



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- Structured by graphs
- Dark, low-poly



## Puzzles

- Unique for each area


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- Unique for each area
- First planned:
- Find pattern of statues in the world
- Correctly draw pattern at the exit



## Combat System

- Different weapons providing different skills



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- Teamwork encouraging synergies



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- Highly variable



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- Teamwork encouraging synergies
- Highly variable
- Same for player and AI



## Technical Achievement

- Procedural Generation
- World Structure
- Terrain


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- Procedural Generation
- World Structure
- Terrain
- Immersive filling
- Scenery
- Enemies


## "Big Idea" Bullseye



## Development Schedule



## Thanks for your attention!

