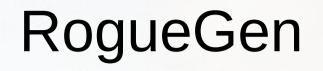




RogueGen is a roguelike game with procedurally generated world map and puzzles. It features 4 player local coop, where all the players must work together to overcome obstacles. Each time a game starts, a new world is generated with unique puzzles.

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







4-player local coop

## RogueGen

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

#### **World Generation**

- Biome based
- Structured by graphs

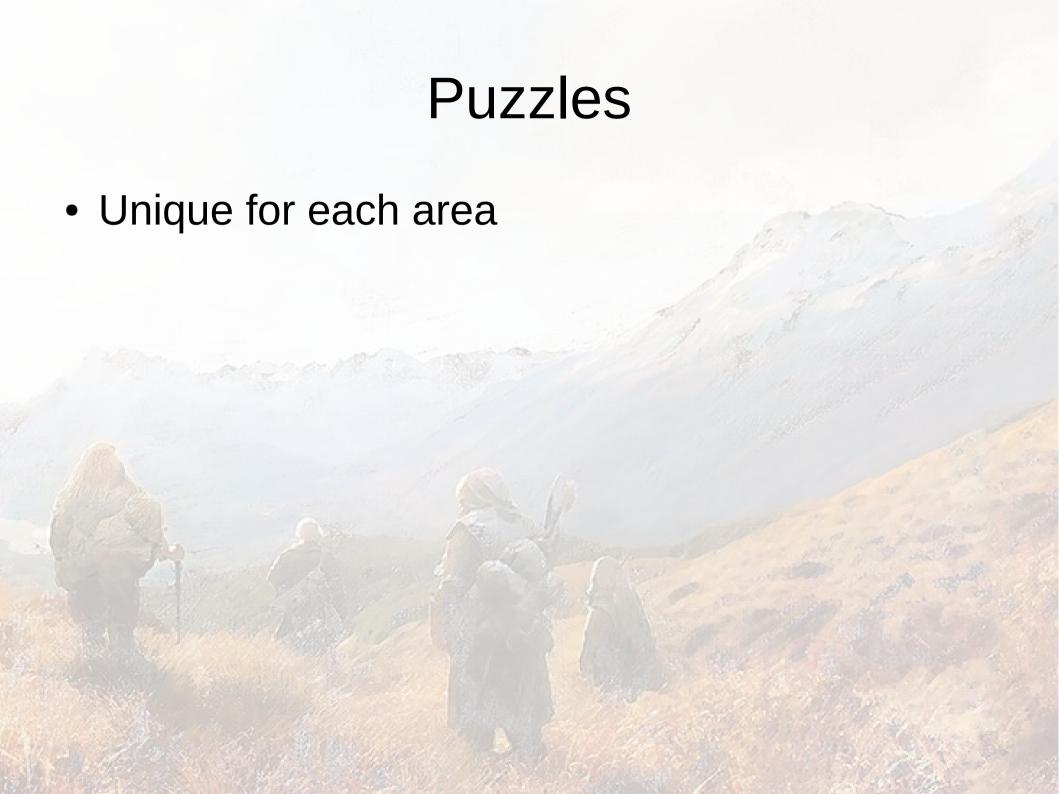


#### World Generation

- Biome based
- Structured by graphs
- Dark, low-poly

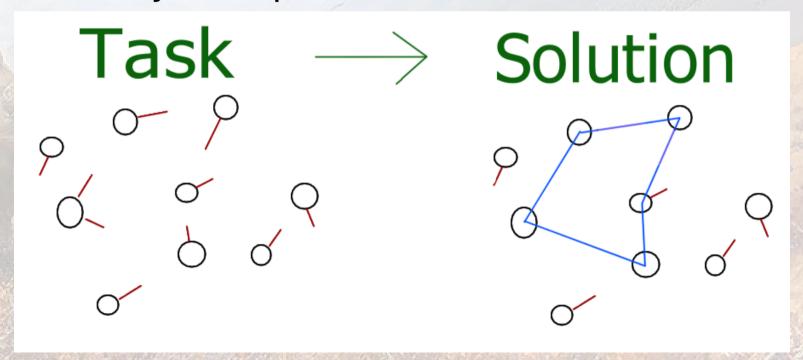




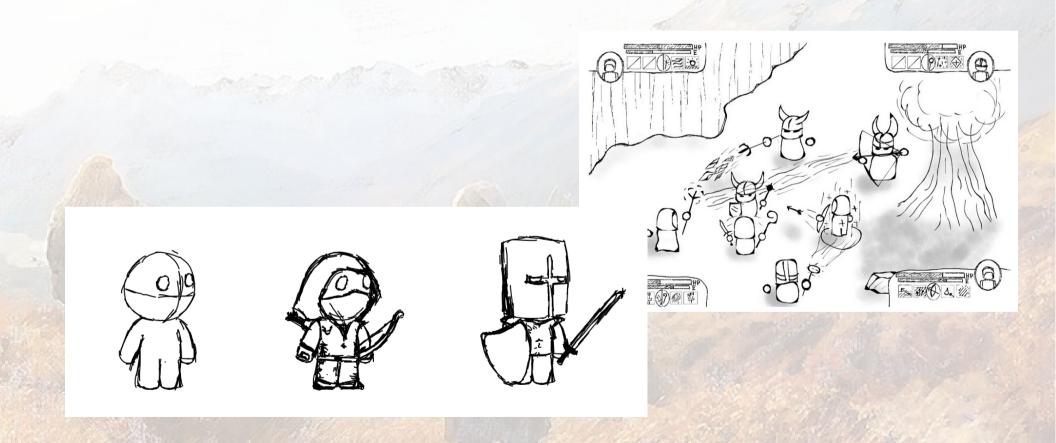


#### Puzzles

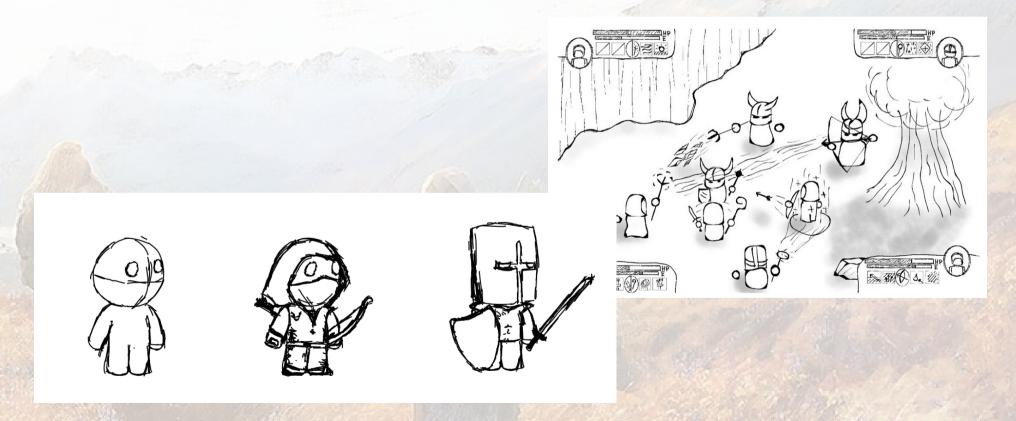
- Unique for each area
- First planned:
  - Find pattern of statues in the world
  - Correctly draw pattern at the exit



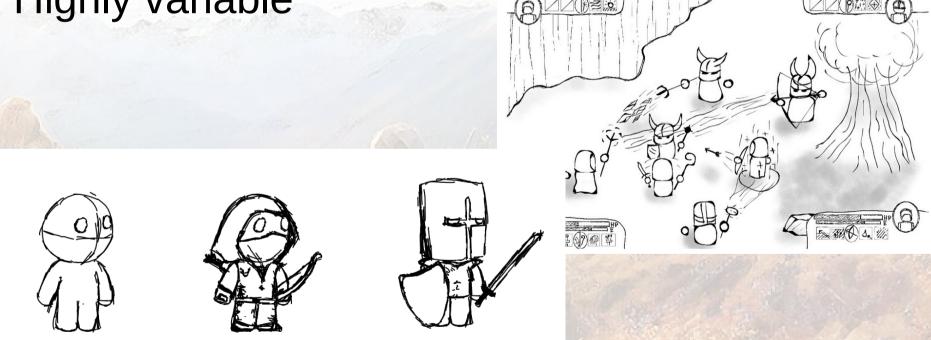
Different weapons providing different skills



- Different weapons providing different skills
- Teamwork encouraging synergies



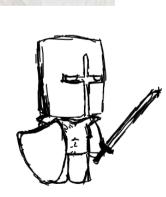
- Different weapons providing different skills
- Teamwork encouraging synergies
- Highly variable

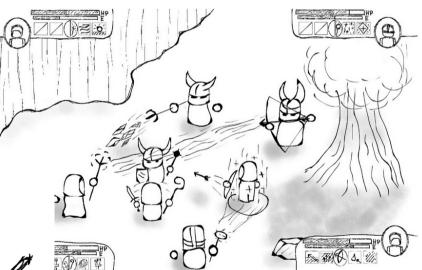


- Different weapons providing different skills
- Teamwork encouraging synergies
- Highly variable
- Same for player and Al

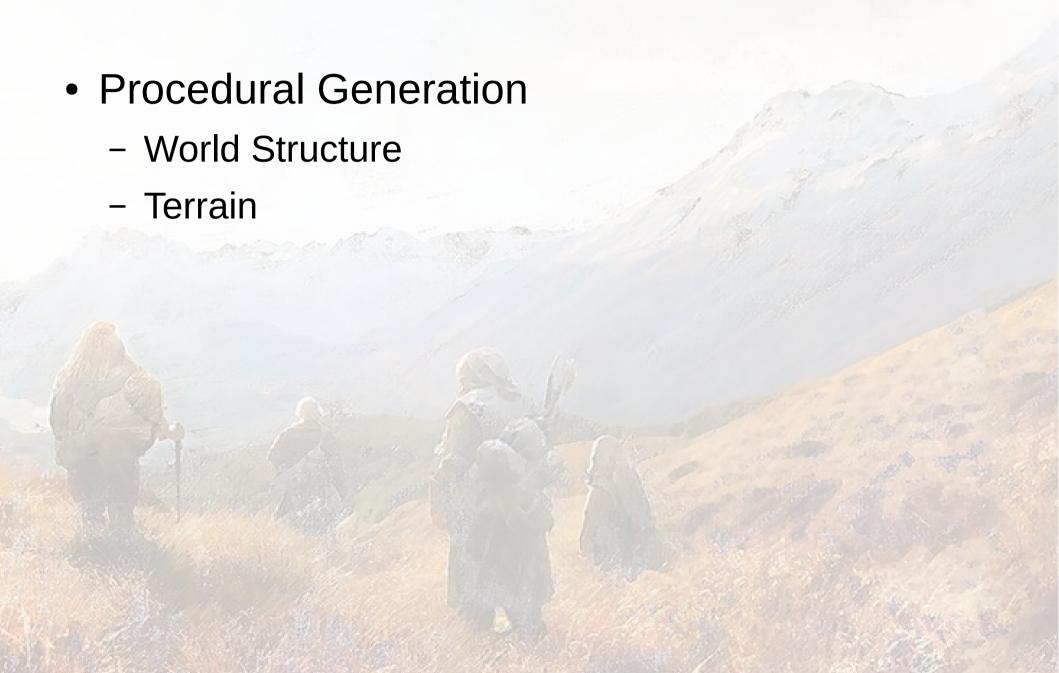








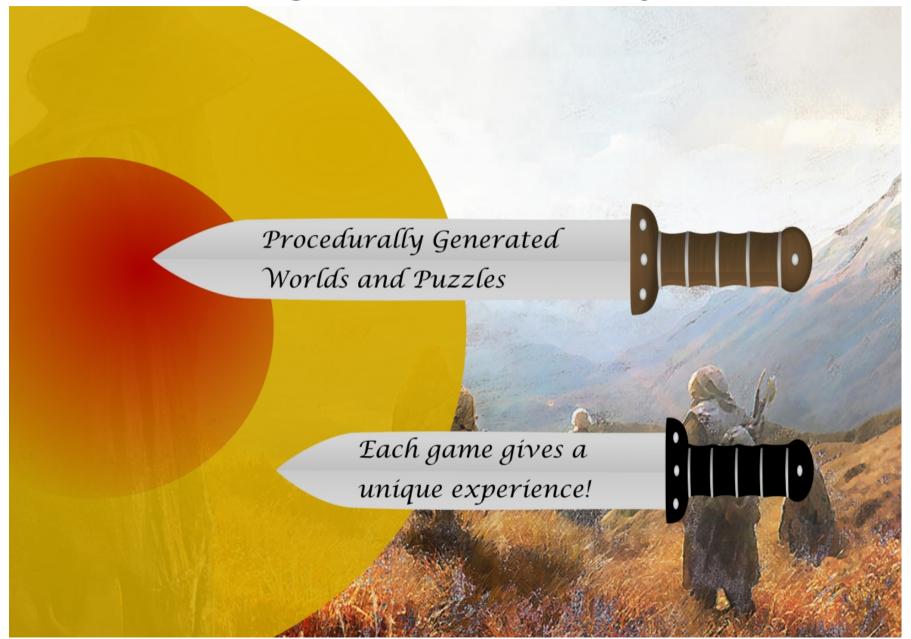
#### **Technical Achievement**



#### **Technical Achievement**

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

# "Big Idea" Bullseye



## Development Schedule

