City of Light

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Overview

- 2D RPG with medieval/fantasy theme
- Dark vs Light Concept
- RPG elements such as magic, spells, swordplay, demons, heros
- Multiple character classes
- Slide Scrolling: Child of Light, LIMBO
Primary Mechanics

- Player can choose class and each class has unique stats.
- Combat system. Player can use all weapons that pertain to their class.
- Monsters have a chance to drop weapons.
- Crystals to increase visibility.
Primary Mechanics cont.

- Game is only restricted by general 2D side-scrolling mechanics.
  - Can only move left and right and jump.
Environment & Art Direction

- Dark
Goals & Subgoals

● Defeat enemies throughout levels to progress
  ○ Collect drops to adapt to enemies

● Collect light crystals
  ○ To keep darkness at bay

● Don’t Die!
Game Rules

● Certain weapons can only be used by certain classes.
● Player can only wield one sword / spell / bow at a time.
● Player takes damage upon contact with enemies.
Points of Emphasis

● Characters can wield many weapons
  ○ Randomly generated with stats
● Implementing multiple classes
  ○ Each class has different attributes
● Multiple monsters
Points of Emphasis cont.

- Light vs Dark atmosphere
- Simple platformer with RPG elements
- A* algorithm used for enemy AI pathing
  (http://arongranberg.com/astar/)
Tools

● Unity 5
● GIMP
● MonoDevelop
Sound & Music

Theme: Blackheart - Two Steps from Hell

Sound Effects: Sword swing - sample clip
Things We Didn’t Have Time For

- Final Boss
- More Levels
- Inventory
- Male character
- Implementing Mana/Stamina Levels and getting them to work correctly
Lessons Learned

● Git and Unity don’t mix well together
● Making a game requires a lot of work
  ○ Many components (Art, Logic, Sounds, Animations, etc)
  ○ Many bugs along the way. Had to Google search a lot, search on various Unity forums, and watch YouTube tutorials (Brackeys is great!).
Things We Would Have Done Differently

- Read some guide first on the best way to do version control with Unity.
- Started early with more Unity tutorials as to decrease time spent learning/fixing minor bugs