



DUNGEON DASH

START PRESENTATION

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01

What is
Dungeon Dash?

DUNGEON DASH

- Genre: Single Player 2D Dungeon-Crawler/Roguelike Adventure
- Theme: Pixelated, Medieval Fantasy
- Gameplay Overview:
 - Player navigates through unique dungeon rooms
 - Faced with challenges and monsters to overcome
- Character Classes:
 - Archer, Mage, Warrior
- Items and Customization:
 - Weapons, armour, accessories found in the dungeon
 - Augments combat and survival strategies
- Endgame:
 - Battle to the dungeon's end and defeat the final boss
 - Player can traverse the dungeon again as a new class
- Controls:
 - WASD/Arrow Keys for movement
 - Spacebar or left-click for attacks
- Influenced by Tiny Rogues and Realm of the Mad God






02

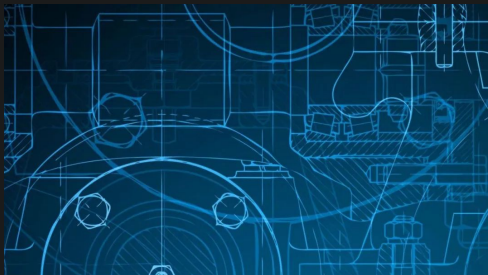
Mechanics

*The systems that define how the game will react to play.
The elements that separate games from other media
(Schell, "The Layered Tetrad")*



INSCRIBED

- Classes: Archer, Mage, Warrior
- Predetermined skills for the class
- Fixed types and behaviours of monsters.
- Set dungeon layouts and item placements



DYNAMIC

- Combat and exploratory decision-making by the player
- Combining items for unique combat styles
- Developing strategies against monsters
- Adjusting quickly to various challenges.



CULTURAL

- Contributions to the roguelike genre
- Online player discussions and content sharing
- Fan-made guides and walkthroughs
- Shared player experiences and stories






03

Aesthetics

*The looks, sounds, smells, tastes, and tactile
sensations of the game. Game art, sound, and more.*
(Schell, "The Layered Tetrad")



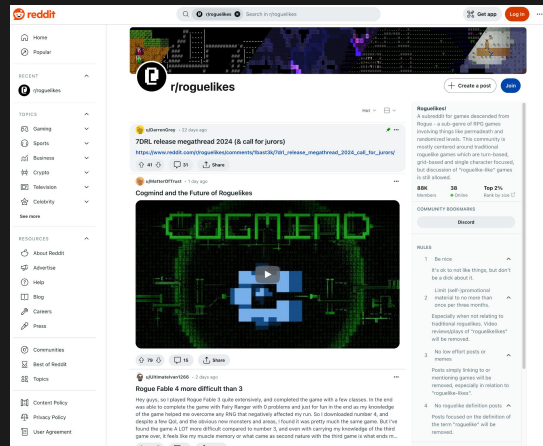
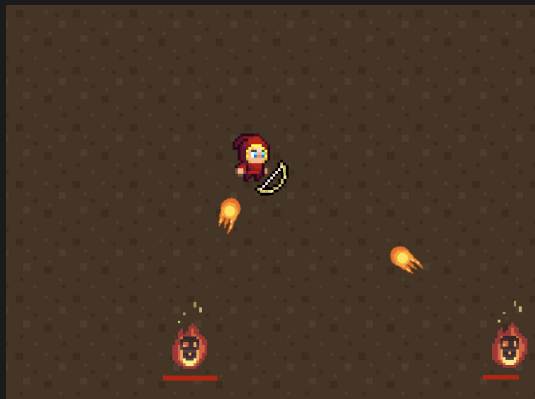


INSCRIBED

- Pixelated, medieval fantasy art style.
- Unique designs for the Archer, Mage, and Warrior characters.
- Specific dungeon room layouts, monster designs, and damage effect visuals.
- Particular music themes and sound effects.

DYNAMIC

- Visuals respond to character choices and customization.
- AI monsters' movement and attack patterns.
- Each character's attack skills and effects.



CULTURAL

- Contributions to the roguelike genre.
- Online player discussions and content sharing.
- Fan-made guides and walkthroughs.
- Shared player experiences and stories.




This image was created with the assistance of DALL·E 2



04

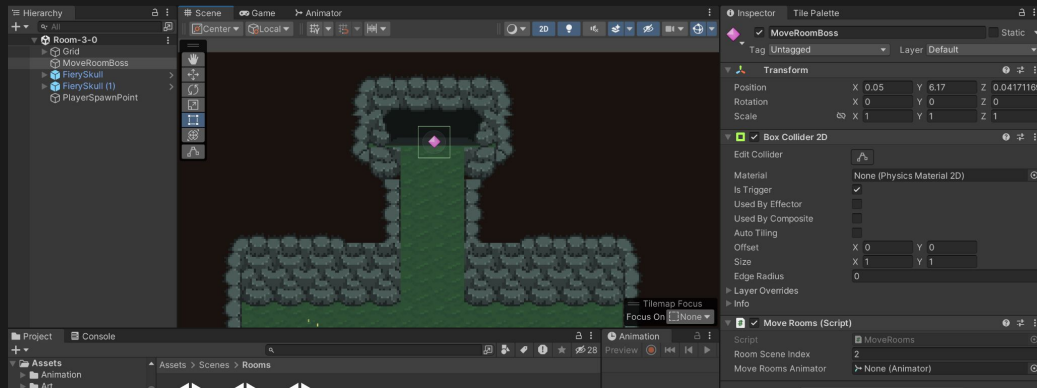
Technology

The underlying tech that makes the game work.
(Schell, “The Layered Tetrad”)



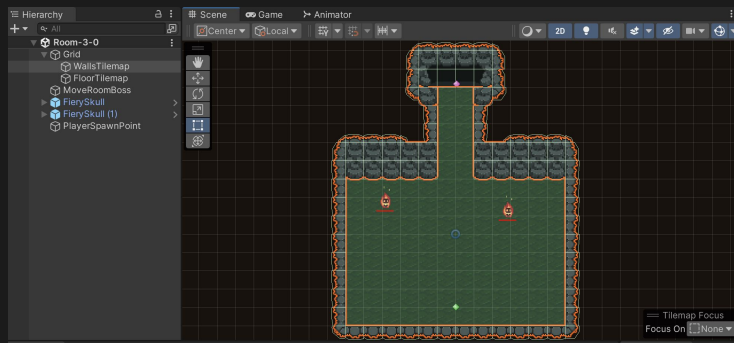
INSCRIBED

- Character selection
- Room transition system
- Health bar for both player and monsters



DYNAMIC

- 2 Grid System: Walls Tile and Floor Tile
- Player Spawn Point
- Monster AI Movement
- Player Movement & Animation



CULTURAL

Hoping to implement,

- Cloud saving for cross-device play.
- Multiplayer game mode






05

SOFTWARE

Full list with description and explanation (why you used it) of used software (IDE, Game Engine, scripts, Assets, etc.).



GAME ENGINE & ASSET PACK

- Game Engine: Unity
 - Flexible engine for developing high-quality 2D or 3D games.
 - Our group wanted to explore more on Unity game development
- IDE: Visual Studio
 - Integrates extremely well with Unity for C# development
- Game Asset Pack: ELV Games - Rogue Adventure World Asset Pack (Paid)
 - Contains character sprites and animation sprites, tiles, item sprites, and backgrounds for 2D RPG style pixel art games.
 - Decided to purchase the asset pack to save time on designing game assets and to accelerate our progress towards the main development phase.



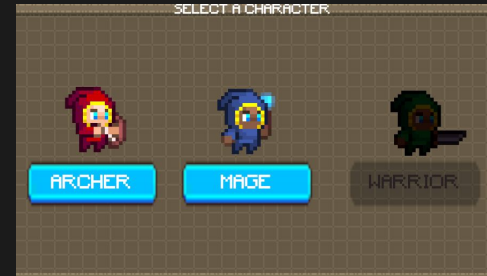
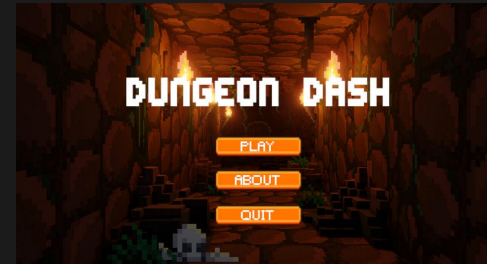
UNITY ASSETS

- **Animation:** *Give environments and characters dynamic visuals*
 - Enemies (Movement & Attack Animations)
 - Boss (Attack & Death Animations)
 - Player (Movement, Idle, Attack, and Death Animations)
 - Projectiles (Animated Fireball)
 - Room Transitions
- **Art:**
 - Rogue Adventure Asset Pack (character sprites and animation sprites, tiles, item sprites)
 - Projectiles
 - Fireball
 - Arrow
 - Hearts
 - Menu Background



UNITY ASSETS

- Inputs:
 - Player Controls: *Manages how players interact with the game.*
 - (WASD) or (Arrow Keys) to move
 - Left Click or Spacebar to attack
- Scenes: *Organized the game flow in sequence*
 - Menus
 - MainMenu
 - CharacterSelection
 - Victory
 - GameOver
 - Rooms: various dungeon rooms including final boss room
 - 15 Rooms Total



UNITY ASSETS

- **Prefabs/Scripts:** *Core game mechanics and interactions.*
 - Enemies (Movement, animations, attacks, health, item drops)
 - Items (Stats, projectiles, equipping new items, health potions)
 - Player (Movement, animations, attacks, health, classes)
 - Room (Spawn points, room transitions, navigation between rooms)
 - Menu & UI
- **Sounds:**
 - Start Screen Music
 - GameOver & Victory Music
 - Dungeon & Boss Music
- **TextMesh Pro:**
 - Font Asset: Minecraft SDF (Pixelated Fonts)



Asset Sources

Credits to:

- [ELV Games - Rogue Adventure World Asset Pack](#) for the majority of assets used in this game. (These are paid assets, and are not included in source control!)
- [Kyrise's RPG Icon Pack](#) for the arrow assets used.
- [Pixel Art Effect - FX017 - Nyknck](#) for fireball assets.
- [Dungeon Music - Deep Crawler](#) for background music assets.
- [Pursuit \(Dramatic Music\) - Gaming Background Music](#) for game over scene background music assets.
- [Kevin MacLeod - 8bit Dungeon Level & Dungeon Boss](#) for dungeon room and boss level background music assets.
- [Start Scene Background](#) for start screen background image.
- [ROYALTY FREE Epic Victory Music Royalty](#) for victory background music assets.
- [Hearts](#) for heart images.



06

DEMO

START GAME

To explore more
information,
check out our
GitHub Page

