Assignment#1

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GAM 537

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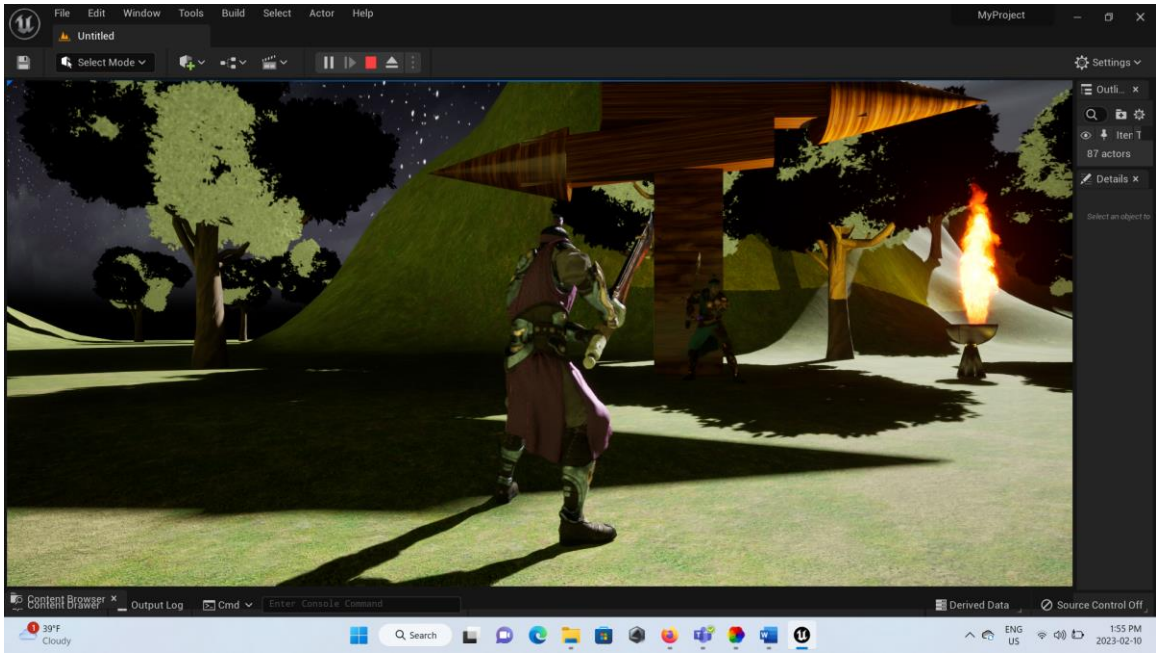
Introduction:

Ruin Adventurer is a 3D, Open world RPG in which the players main objective is to discover multiple hidden ruin statues and collect gold based on the rarity of the discovered artifacts, gems, and crystals. Upon progressing further into the ruins the play should be aware of the hidden traps and find the correct path to progress as there will be traps laid out to restart all of the progress and will start from the very first level. As this game is further developed the difficulty of the levels will increment tremendously while also providing amazing sceneries.

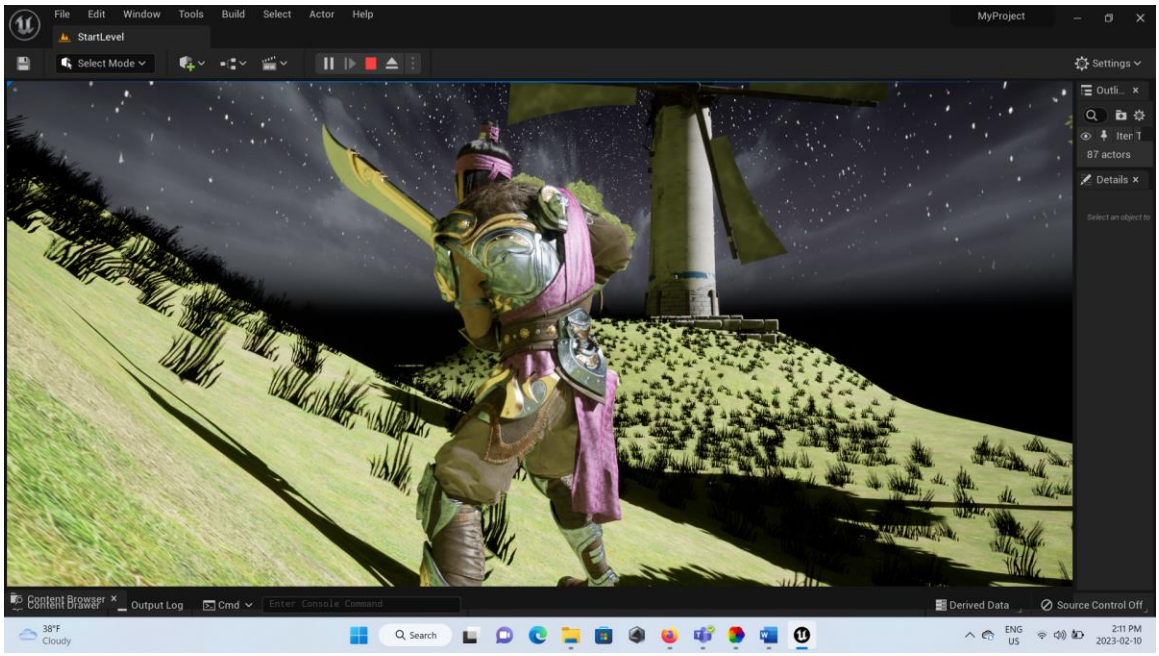
Level_1:

In Level One, Players are to find the entrance of the abandoned cave and find a way to progress further into the cave to find the Demon statue. Beware of going the other way as it may be surprisingly dangerous to you. The warrior besides the signboard might help you to find

you way.



One leads to a dead end and the other to the cave entrance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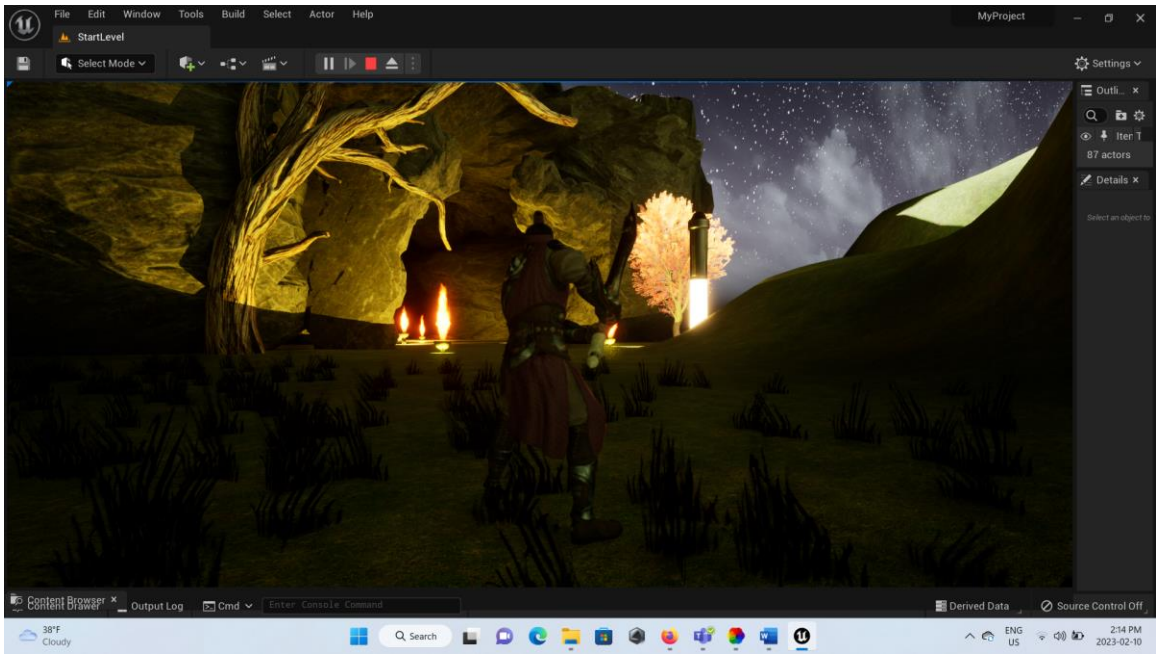
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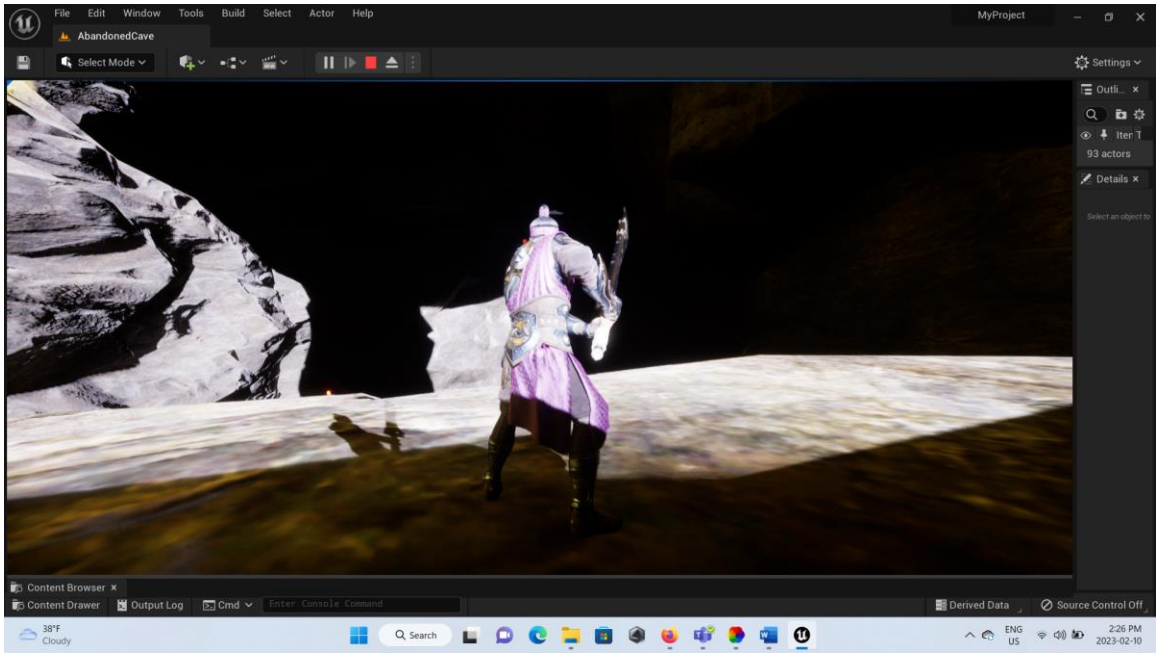
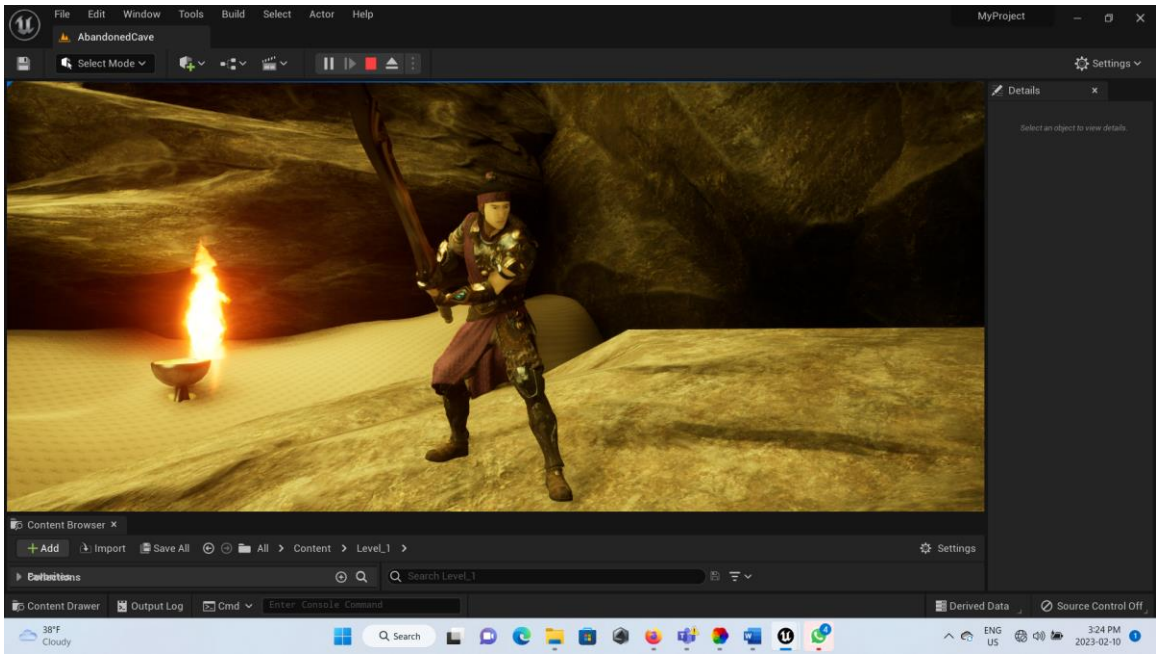
Level_2:

In level two, players are supposed to find the bottom end of the cave and locate the Demon statue. Make sure not to get too close or it might unravel the horrors of the demon slumbering in his sleep for 1000 years.





Incomplete Functionalities:

This game still lacks graphics smoothness. The original plan was to display a health bar over the actor and increase and decrease health upon object interaction. The above mentioned missing functionalities will be added in the next update of the assignment.

Upcoming Functionalities:

- More NPC interactions.
- More traps.
- Upgraded levels.
- Few bug fixes.
- Chest interactions
- Gold counter.
- Enhanced Environments and new levels with increased difficulty and new traps and puzzles.

Credits:

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