

Designed By: Armando Perez

Game Title: Firelight

Game Platform: PC

Game Style: RPG, 2D Roguelike, Dungeon-Crawler

Game Description: This game takes inspiration from popular titles such as *The Legend of Zelda: Link's Awakening* and *The Binding of Isaac*. The goal of each level is to completely illuminate each level or dungeon, either by finding and opening the *Firelight Chest* or killing all the monsters in each map. What makes *Firelight* unique however, is that in addition to a life bar(HP), the other resource in this game is visibility! *Luminosity(L)* is the amount of light the player is given by the fire sprite, *Lumo*, who accompanies the player on this adventure. Because visibility in the level is constantly decreasing, the player must attack the creatures in each dungeon to find various forms of fuel to keep *Lumo* shining bright. The game will get considerably more difficult if it is hard to see, so to encourage aggressive gameplay, the player must farm monsters for sources of fuel so as to not run out of vision or HP and lose the game.

Script and Assets: Every script used in the creation of *Firelight* was custom written for the game. Various excerpts from

answers.unity.com influenced the creation of certain game scripts, but these have been modified and customized to a degree where they are considerably distinguishable from any original scripts. The FollowPlayer script component of the Game Camera however, was taken directly from the following YouTube video:

<https://www.youtube.com/watch?v=KMhPYf9zzlA>

Listed below are the assets used in this game that are not created by myself:

0x72. (n.d.). 16x16 Dungeon Tileset by 0x72. Retrieved November 12 from <https://0x72.itch.io/16x16-dungeon-tileset>

KerteX_. (2017, January 29). Fire/Flame. Retrieved November 12, 2018, from <https://opengameart.org/content/fireflame>

Rvros. (2018, May 12). Animated Pixel Adventurer by rvros. Retrieved November 12, 2018, from <https://rvros.itch.io/animated-pixel-hero>

URL Repository:

http://rijeka.sdsu.edu/Armandosauce/FirelightCS583F18_2D_Game_Perez_A_Firelight.git