

Gas Galaxy

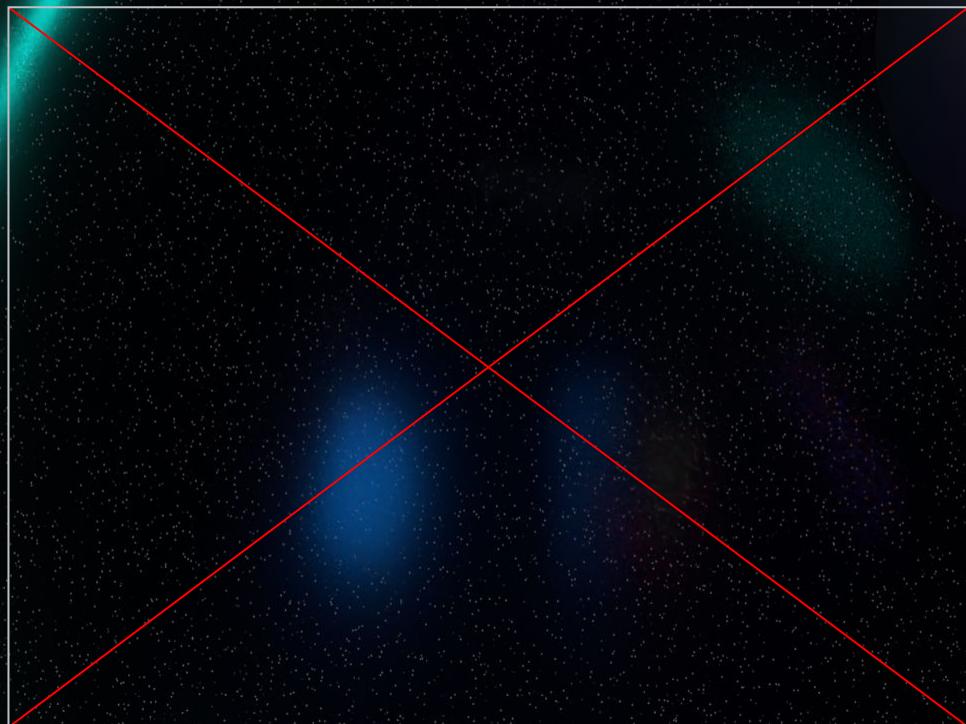
Fight till your last drop



Gas Galaxy



Trailer



The background features a dark, star-filled space with several large, semi-transparent ellipses of various sizes and colors. One large ellipse on the left is yellow and green, while another on the right is blue and purple. Smaller ellipses are scattered throughout, with some having a glowing effect. The overall aesthetic is futuristic and minimalist.

Story

Chandler & Luis

Protagonist



Bill

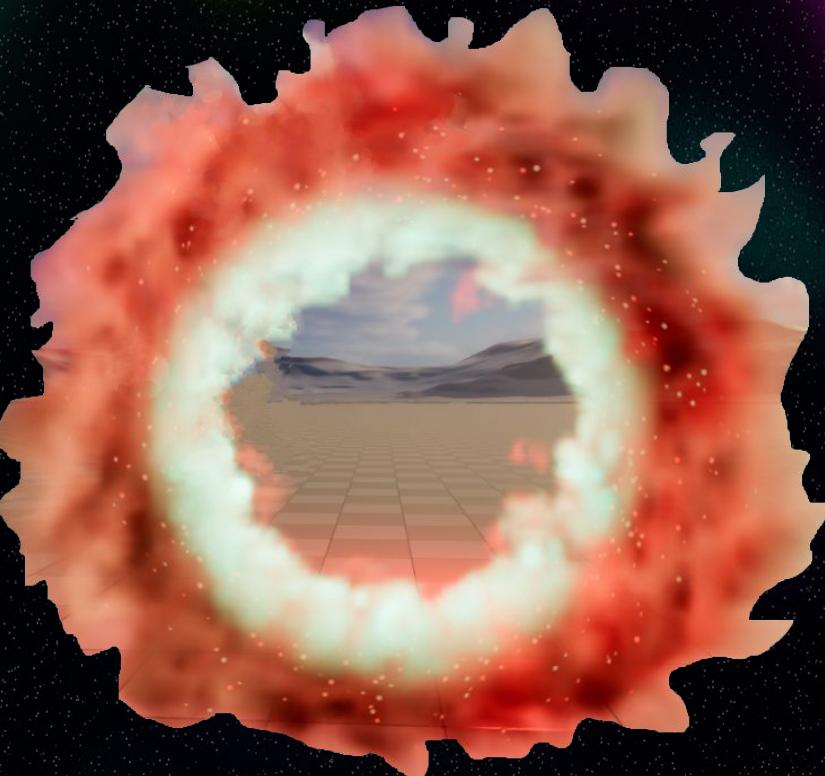
VILL





Gib
Gup

Portal



Game Design

Lucas

ROGUELITE

Randomized elements

Customized builds

Permadeath



The background features a dark, star-filled space with several large, semi-transparent spheres of various sizes and colors. One sphere on the left is dark green with a yellow glow along its edge. Another on the right is dark blue with a purple glow. A third at the bottom is dark teal with a cyan glow. A thin, horizontal band of white and yellow particles runs across the top. The overall effect is futuristic and cosmic.

Concept Art

Lucas

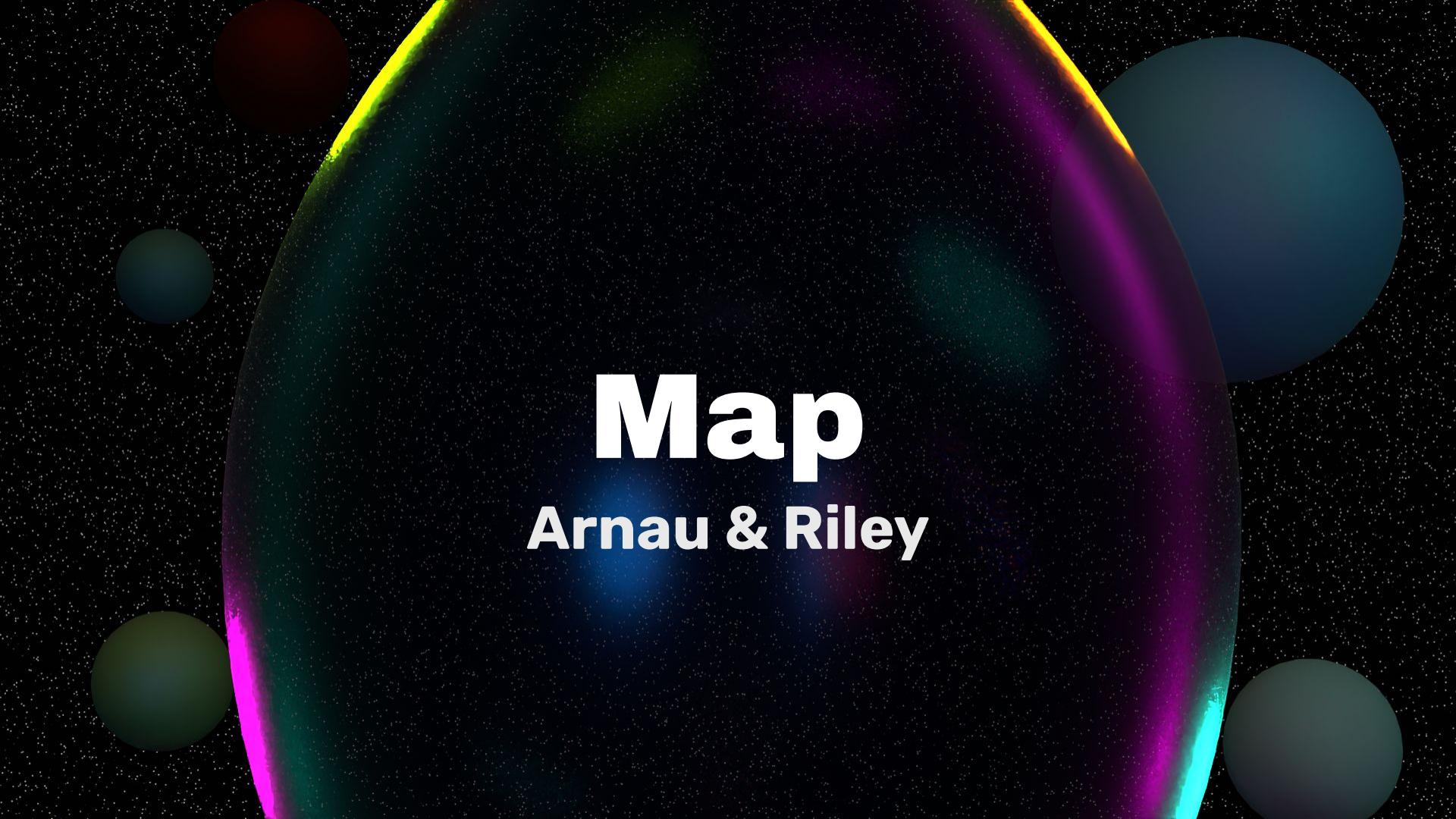
Maps



Models

Early Models (SCARY)



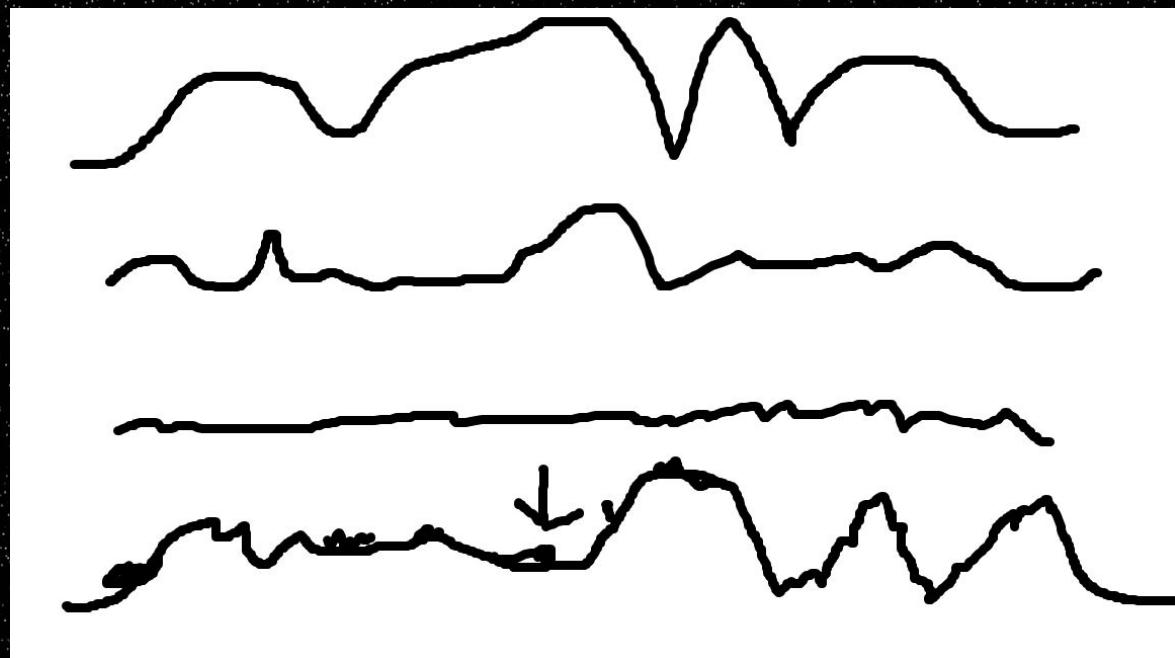


The background features a dark, star-filled space with several large, semi-transparent ellipses of various sizes and colors. One large ellipse in the center has a gradient from yellow at the top to purple at the bottom. Another large ellipse on the right is primarily blue. Smaller ellipses are scattered throughout, with one prominent green one on the left and another small yellow one near the top center. The overall effect is futuristic and dynamic.

Map

Arnau & Riley

Map generation

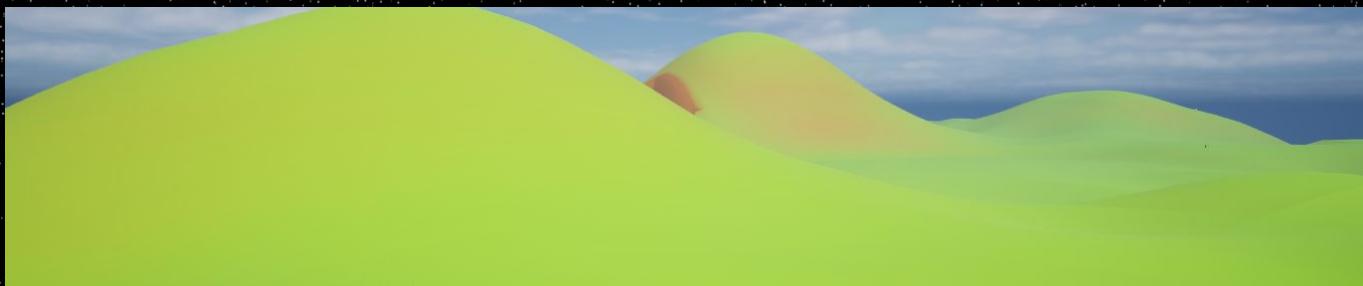
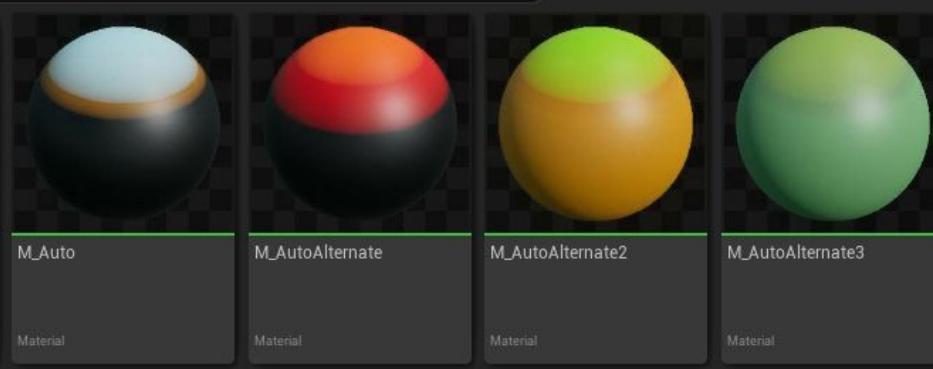


Stacking perlin noise

Map Tiles cont



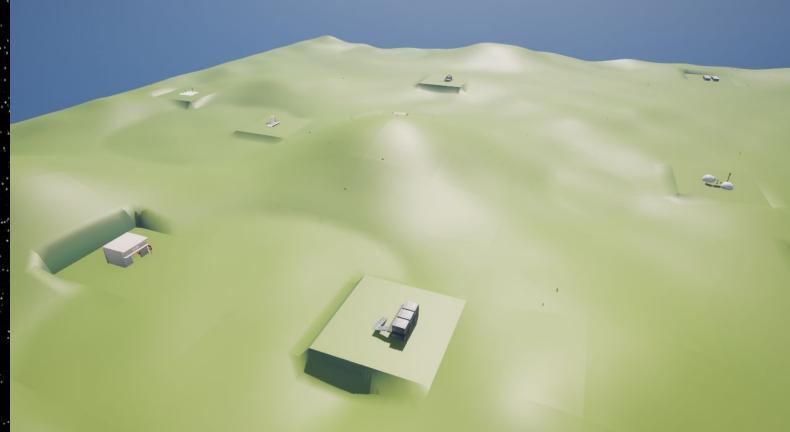
Automatic Texturing



Incorporated Map



Overview of the entire map



User Interface

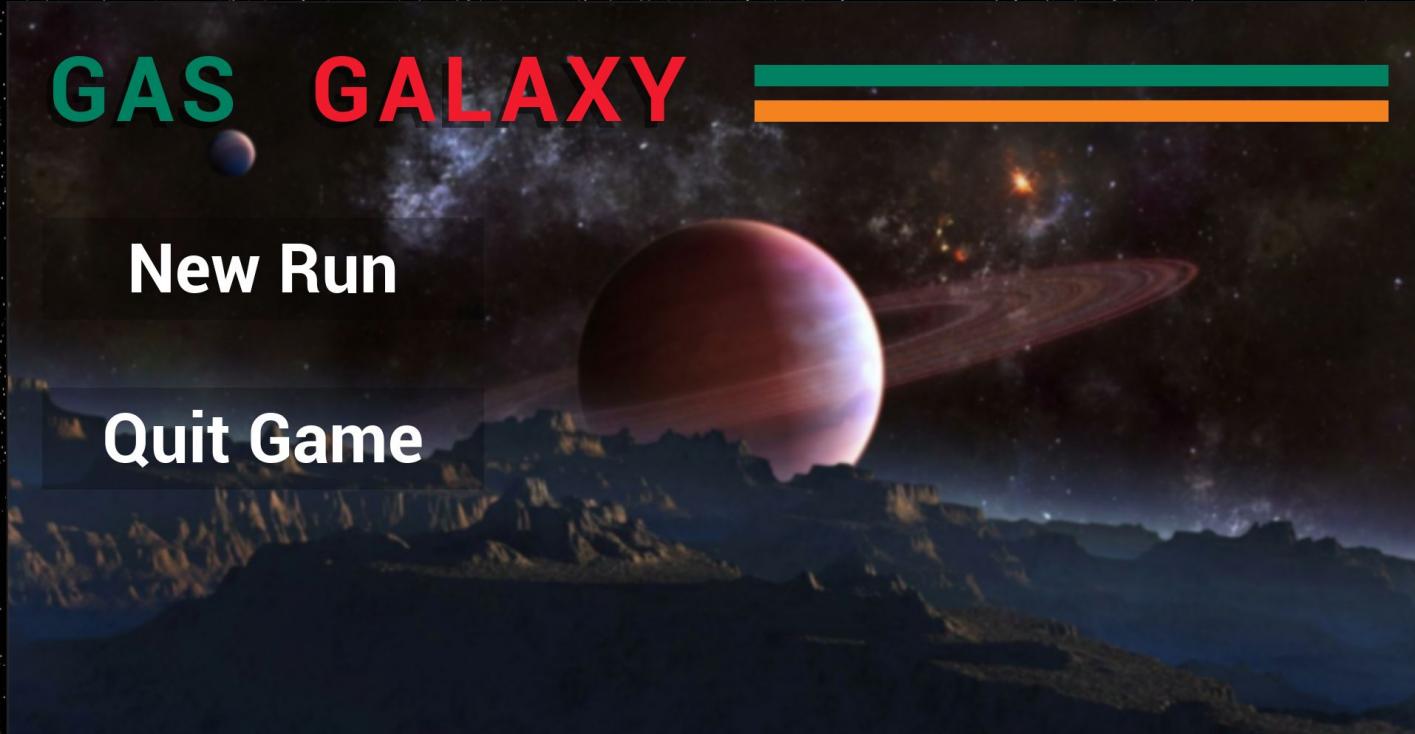
Thomas & Jayden

Main Menu

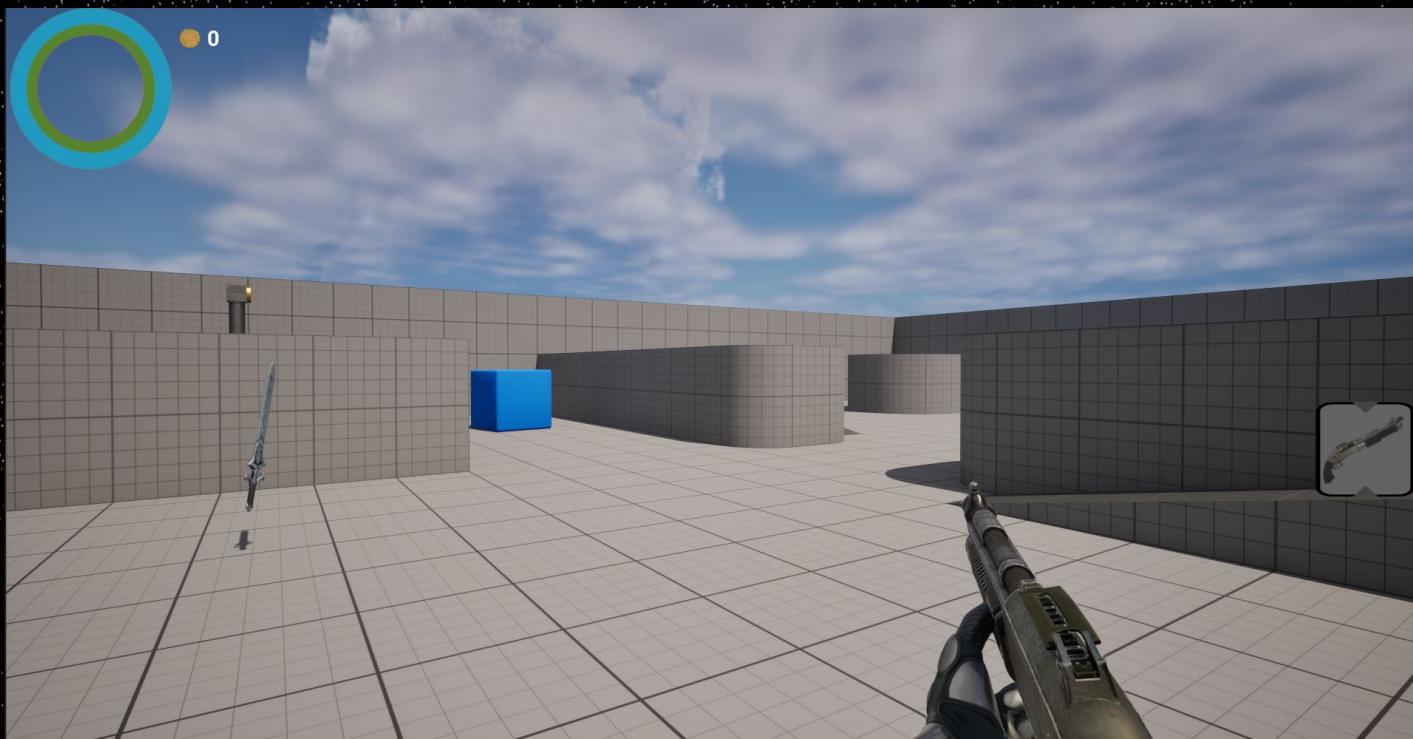
GAS GALAXY

New Run

Quit Game



HUD



Pause Menu

Game Paused

Resume

End Run

Quit Game

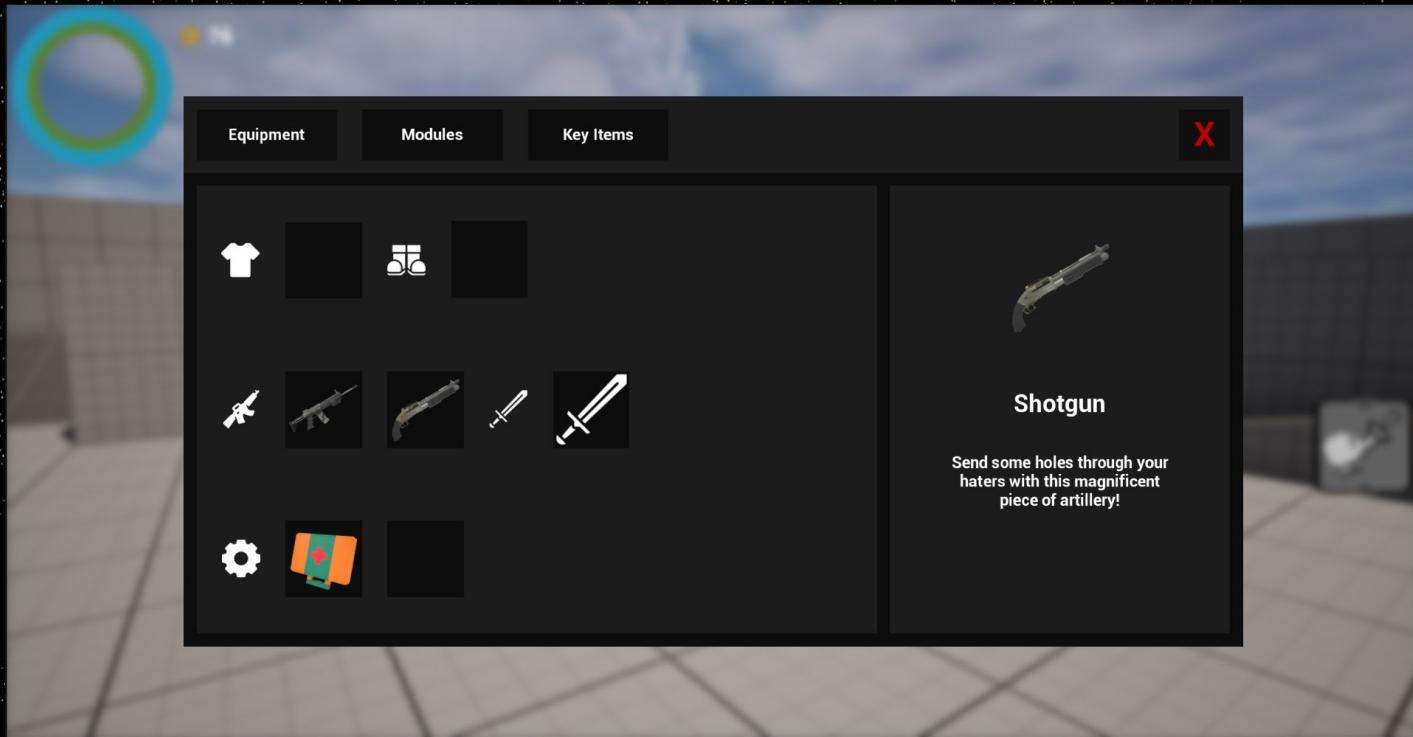
Death Menu

Y O U D I E D

Restart Run

Return To Title

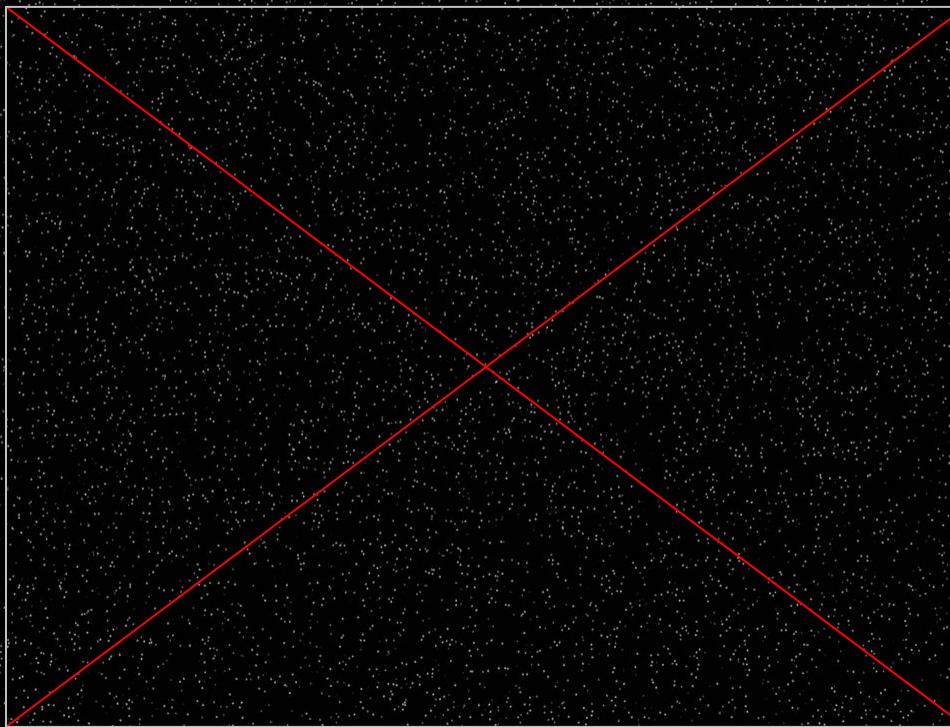
Inventory



Movement

Stephen

Movement



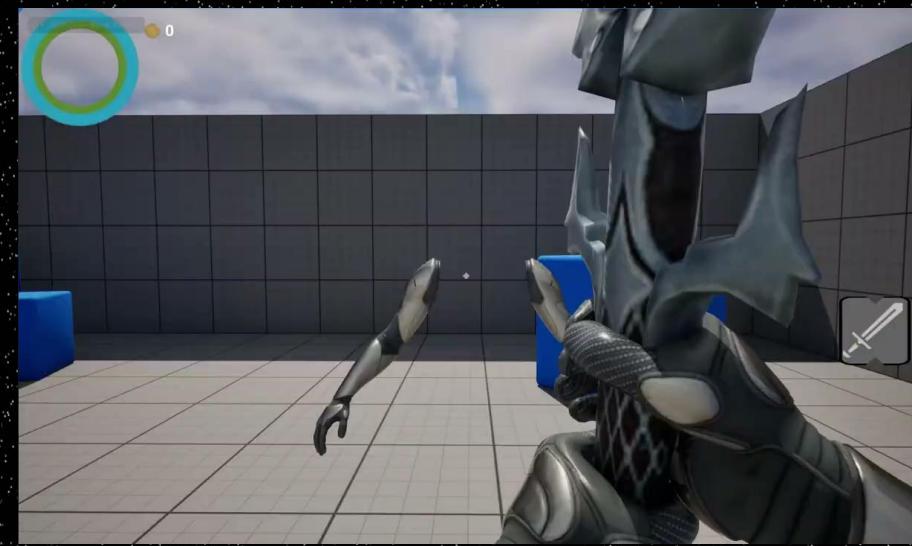
Weapons

Thomas, Chandler, & Illia

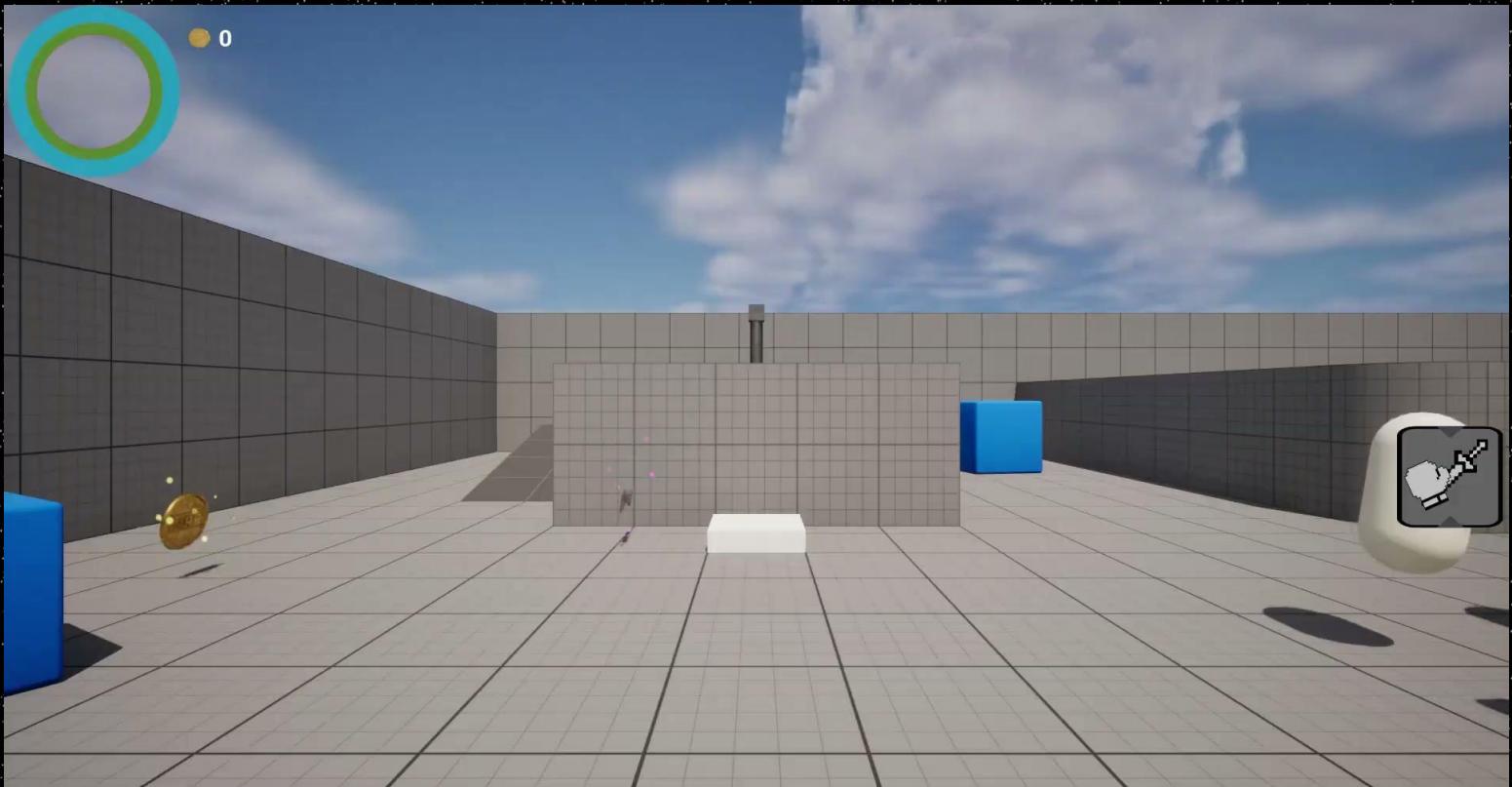
Melee Weapons



Melee Weapons



Ranged Weapons



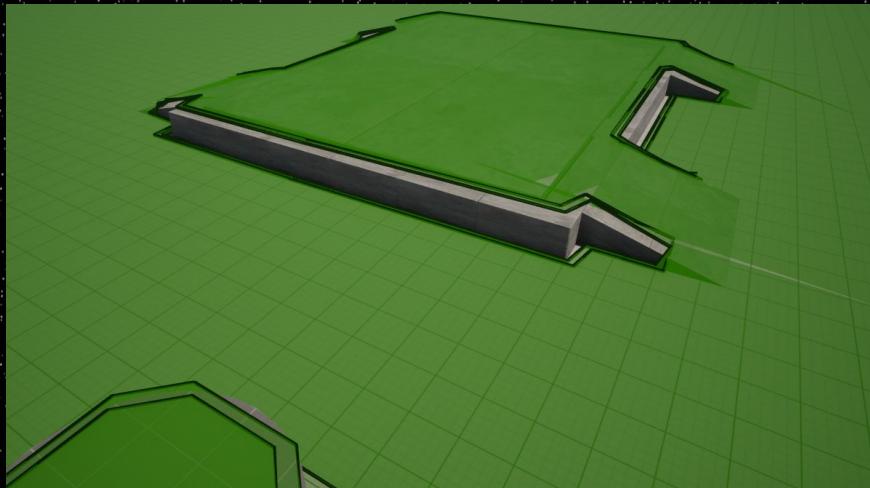
Enemies & Bosses

Luis, Amna, Faris, & David

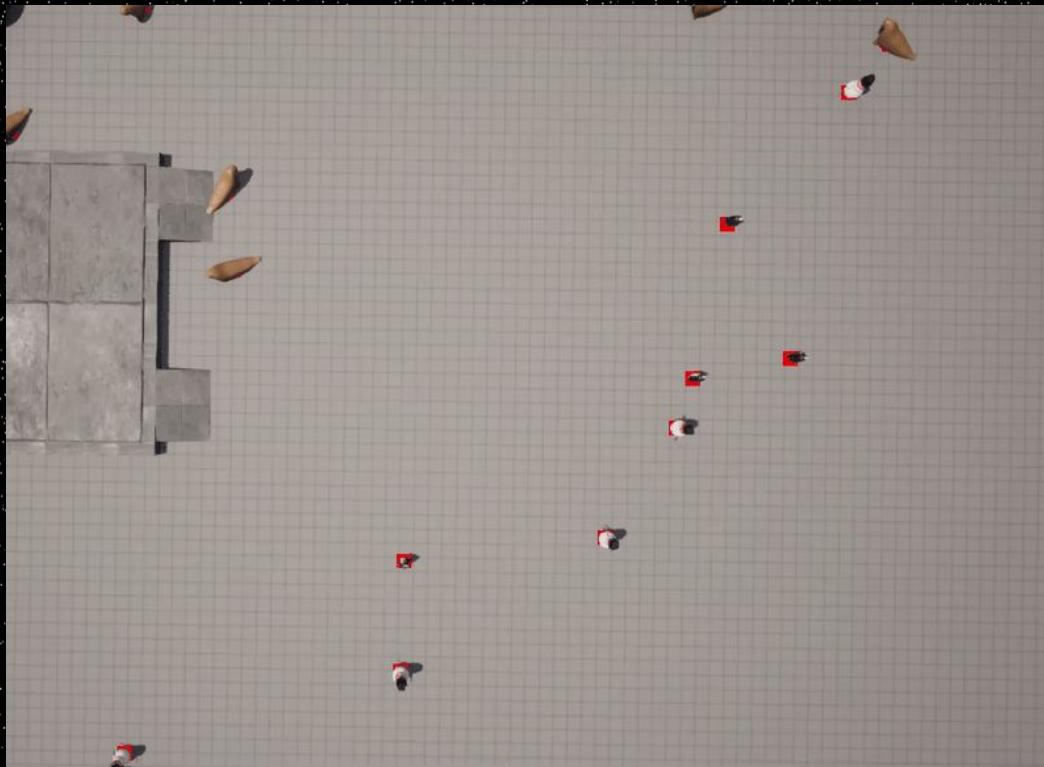
Enemies



Navigation and Perception



Enemy Spawning



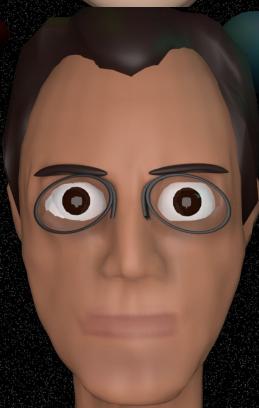
Bosses



NPCs & Quests

Lucas & Alex

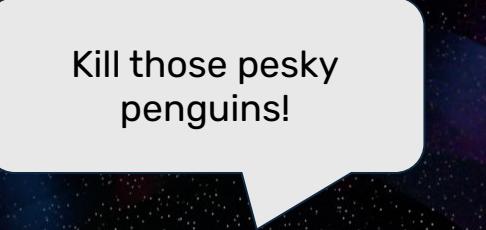
NPCs



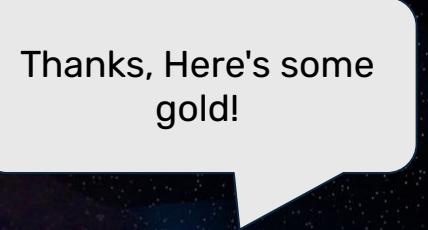
Quests



Fetch me my ring



Kill those pesky penguins!



Thanks, Here's some gold!

Sounds & Music

Finley & Jayden

Sound Effects



Enemy Attacks



NPCs

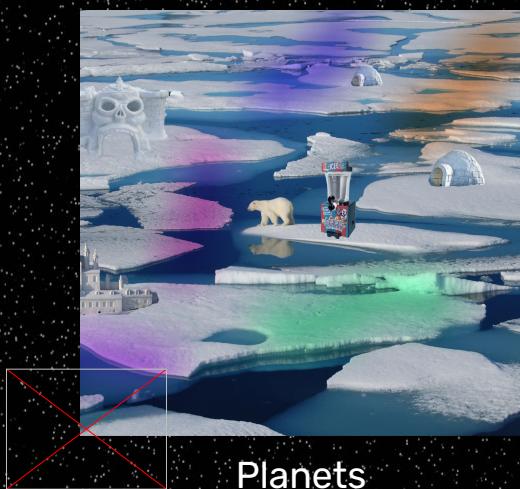


Weapons



Footsteps

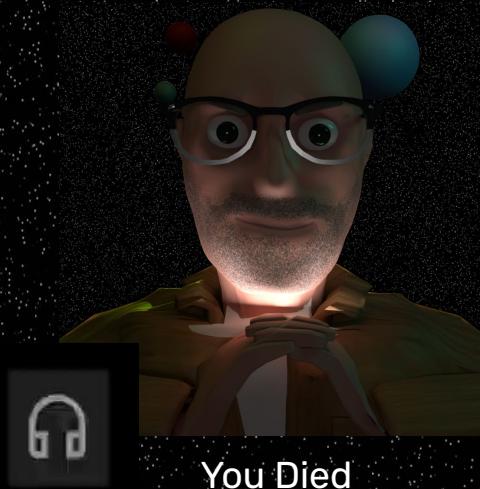
Music



Planets



Theme



You Died



Thank You!