

# Æon Chronicles

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Team Epsilon

January 26, 2017

Colorado School of Mines

TEAM  
EPSILON **Ε**

# Overview

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- Top-down overworld, much like original *Final Fantasy* or *Pokémon* games
- Combat system will be turn-based, but will use a deck of in-game cards to create attack and defense combos
- Cards will also be used for items such as healing potions, power-ups, et al.

# Gameplay Concept

Overworld

Combat

TODO add concept art of overworld and in combat



## Technical Details

The Team Epsilon development team will use the following tools to build *Æon Chronicles*:

- **GameMaker** game engine
- **Photoshop** for creating electronic artwork
- **Visual Studio** for implementing game physics and other complex logic

The team will use **Game Maker Language** and **C++** for the game code.

# Team Responsibilities

- **Caleb:** Recorder and scheduler, help with artwork, programming
- **David:** Programming, story creation
- **Jacob:** Programming, sound & music
- **Robbie:** Team lead, concept art, programming
- **Sumner:** Programming, document maintenance