

ESCAPE FROM THE CHAMBER OF DOOM

A game by Julia Sousa and Bobby Vivian

SUMMARY

ELEVATOR PITCH

The player must make their way through the chamber of Doom where they avoid trolls and ogres and various enemies as well as making their way to switches to open doors and avoid traps

DESCRIPTION

- Engine: Unity
- Platform: PC
- Art Style: 2D
- Puzzle Platformer
- Similar titles:

FEATURES

- Player
 - Walk
 - Run keypress
 - Jump
- Enemies
 - Enemy that will charge at player when in range
 - Enemy that will shoot at player when in range
 - Enemy that simply goes through waypoints
- Traps
 - Spike trap on ground
 - Falling floors
 - Dropping ceilings
 - Fire traps
 - Mud that slows the player

RESOURCES

ART

- 3 enemies, aimless wanderer, shooter and charger
- Player
- Fire trap animation
- Spikes
- Walls
- Ground
- Lever
- Door
- Ceiling
- Torches

SOUND

- Ambient music
- Ogre/troll sounds
- Lever pulling sound
- Shooting sound
- Death sounds
- Door sound
- Player hit sound
- Fire trap sound
- Falling floor/ceiling sound

SCRIPTS

- Enemy shooting script - Bobby - done
- Enemy charging script - Bobby - done
- Enemy waypoint script - Bobby - done
- Character movement script - Bobby/prate - done
- Lever/Door script - Bobby - done
- Pause menu script - julia
- Main menu script - Julia
- Lives script - Bobby - done
- Fire trap script - Julia
- Falling floor - Bobby/prate
- Mud trap script - Julia