

Escape From the Chamber of Doom



A game by Julia Sousa and Bobby Vivian

Assets Made

- Several traps scripts, including a mud trap, quicksand, falling ceiling, fire trap and spike trap
- Pause and Main Menu scripts
- Three enemies:
 - Gargoyle that flies between two waypoints
 - Wolf that chases the player when in range
 - Skull that shoots fire when player is in range

Outside Assets

- Character controller script utilized from project 3
- Falling platform and waypoint script from Prate
- All art assets come from either OpenGameart.com or friends and are credited in our readme file

Changes made from original design

- Our enemies were originally going to be orcs and ogres, but we switched to the wolf, gargoyle and skull when we found cool art on the asset store
- Falling Platform was turned to quicksand
- Original idea was more of a puzzle game, but we decided it would be sufficient to utilize out enemies and traps. There is enough challenge as it is.

Where we could go from here

- More levels with increasing difficulty
- More puzzle elements as the player masters evading enemies
- Weapons that the player can use against enemies would add a new layer to the game
- Items that can help the player like invisibility or invincibility pickups