Tower of Baphomet

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Overview

- Tower of Baphomet is a turn-based RPG with a classical fantasy setting
- Made in the style of a dungeon crawler
- Progress through each floor by defeating enemies, levelling up, and acquiring new skills and abilities as you go along.
- Each floor ends with a final boss you must defeat before progressing to the next stage
- Each floor is a new environment to explore
- The game ends with a final boss you must defeat in order to win

Goals Hit and Goals Missed

- **Hit:**
  - Mapped floors 1-4
  - Have items, weapons, and armor available to loot or buy from shops
  - Dialogue trees for NPCs
  - Scripted and interactable events on all floors of the game
  - Play tested
  - Balancing enemies and items
  - Achieved good pacing
  - Aesthetics
  - Minimap
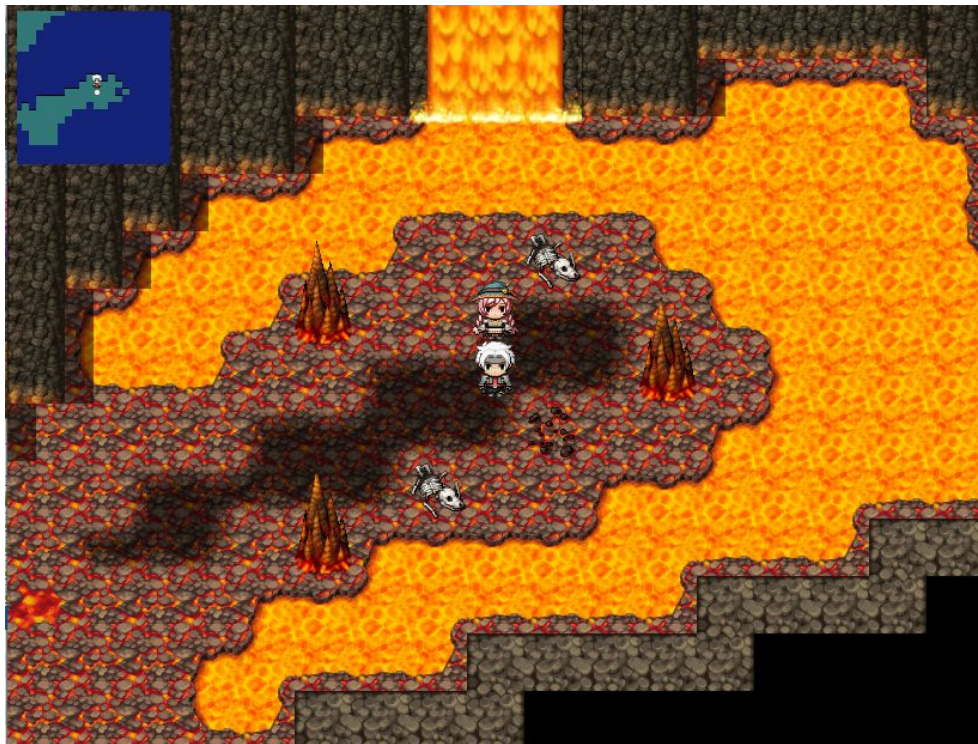 - Bosses and mini-bosses

- **Missed:**
  - Not enough expanded mechanics for high level players
  - Minimap for all floors
  - Conclusion to story

Dominik: If only I had anywhere else to go. In my homeland, I was a well known warrior from the noble and puissant house of Rulf.
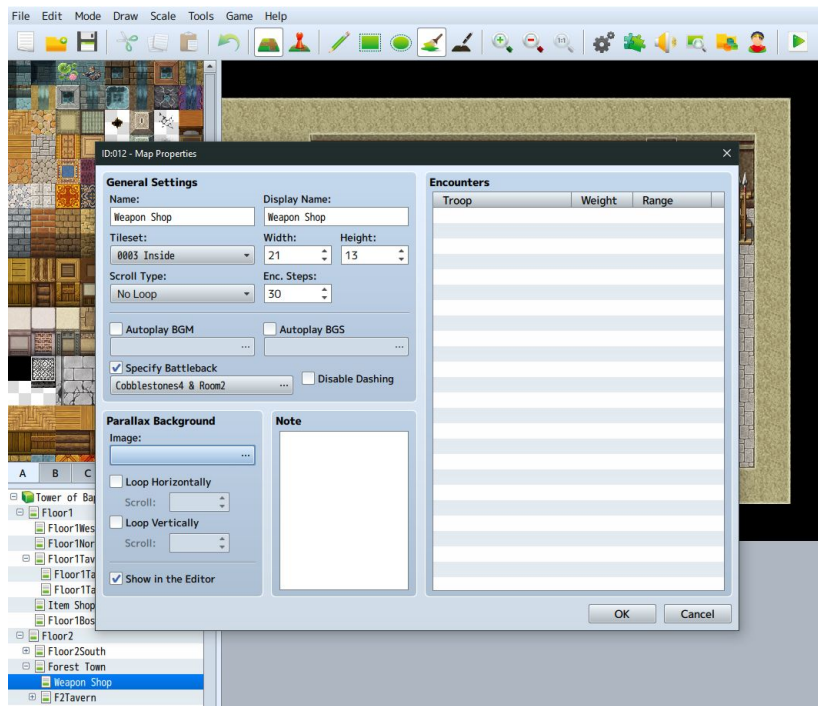
Changes Since The Midterm

- Created and implemented floors 3 and 4
- Completed Floor 2
- Added battle/item content on all floors
- Bug and error removal
- Added NPC's
- Added Quests
- Added Hidden Scenes

Testing Strategies

- Playthrough
  - Self-testing
  - External playtesters
  - Feedback
    - Bugs
    - Balancing
    - Review
- Debugging
  - Event loops
  - Inaccessible areas
  - Unintended uses / mechanics

Demo Time Baby!

- Quick Showcase of additions to previously shown floors
- New Floors Items and Bosses!
- New Quests to complete

Amorbis emerged!

How you can play today

- Copy this link https://drive.google.com/drive/folders/1BDudU48JmjwfNmsY29uJAEftlBlRd-ec?usp=sharing (I'll post it in chat don't worry)
- Open up the folder and download the zip file
- Unzip that file
- In the folder click on Game.exe and you're all set! (Volume warning for headphone users)
- Updates to come