

Tower of Baphomet

By: Connor Webster, Connor Muma, Amber Swanson, Raphael Bahlbi, Ricardo Herrera-Santos, and Nathan Van Alstine

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



Art by: Truman Smith
www.instagram.com/proftrumanchez

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:

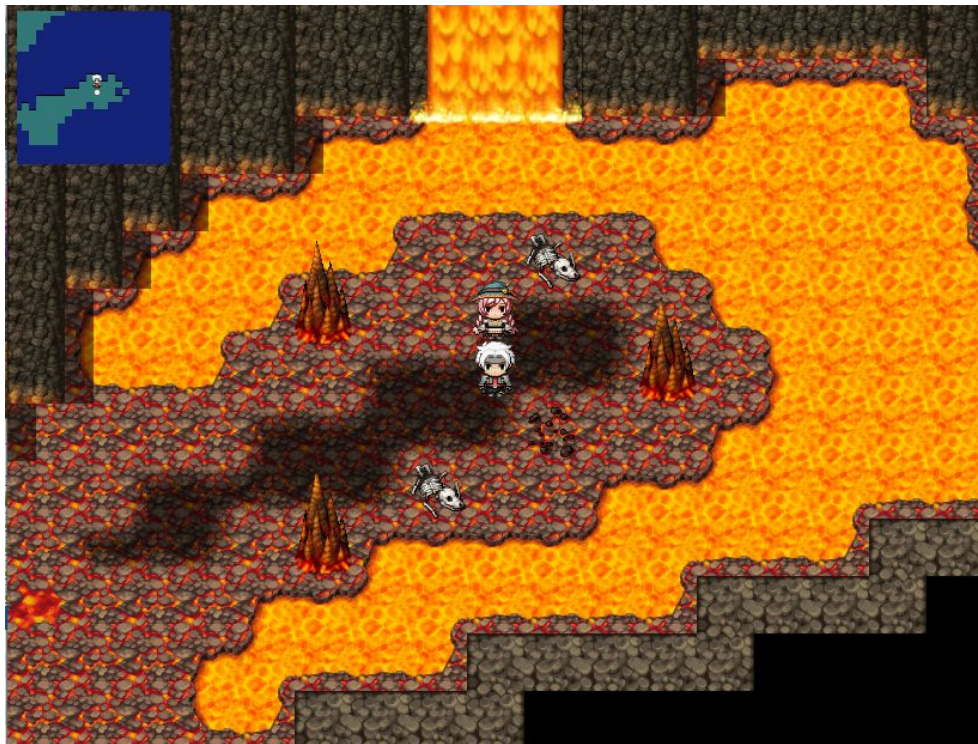
- Not enough expanded mechanics for high level players
- Minimap for all floors
- Conclusion to story



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.

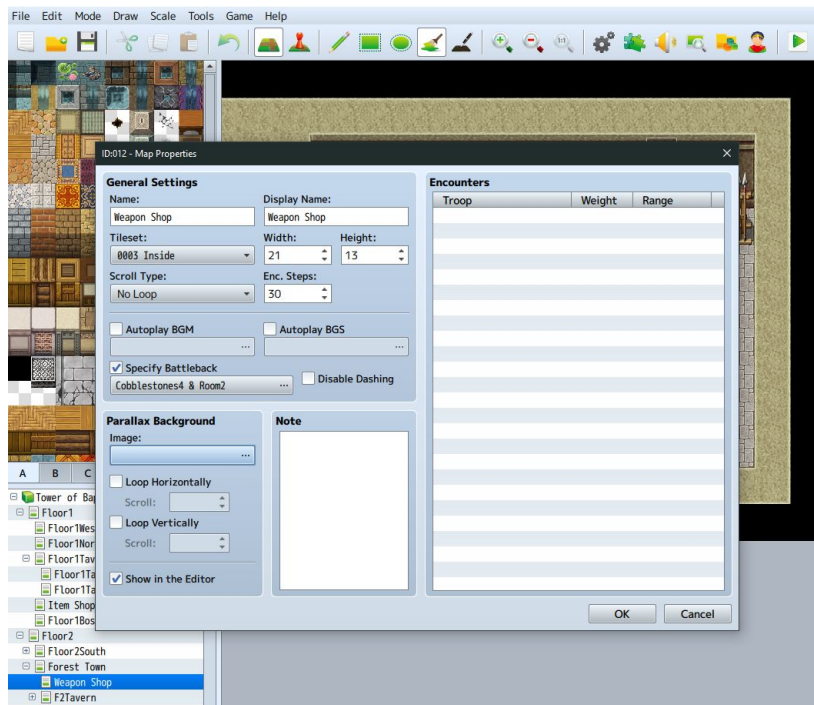
Changes Since The Midterm

- 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



How you can play today

- Copy this link
<https://drive.google.com/drive/folders/1BDudU48JmjwfNmsY29uJAEftlBIRd-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

