

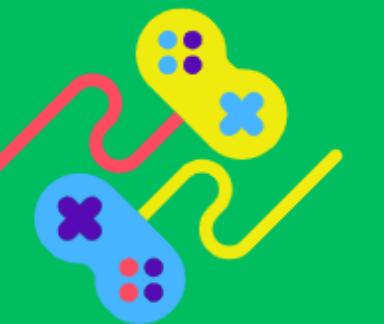
H.2.1 ACTIVIDAD DISEÑO DE JUEGO

THE LOST SENTINEL
BY TEAMLINK

START



TEAMLINK



ELEVATOR PITCH

Imagine a dungeon filled with danger, mystery, and excitement. Our game combines classic Zelda-style gameplay with intense survival challenges and roguelike mechanics, keeping every run fresh and unpredictable.

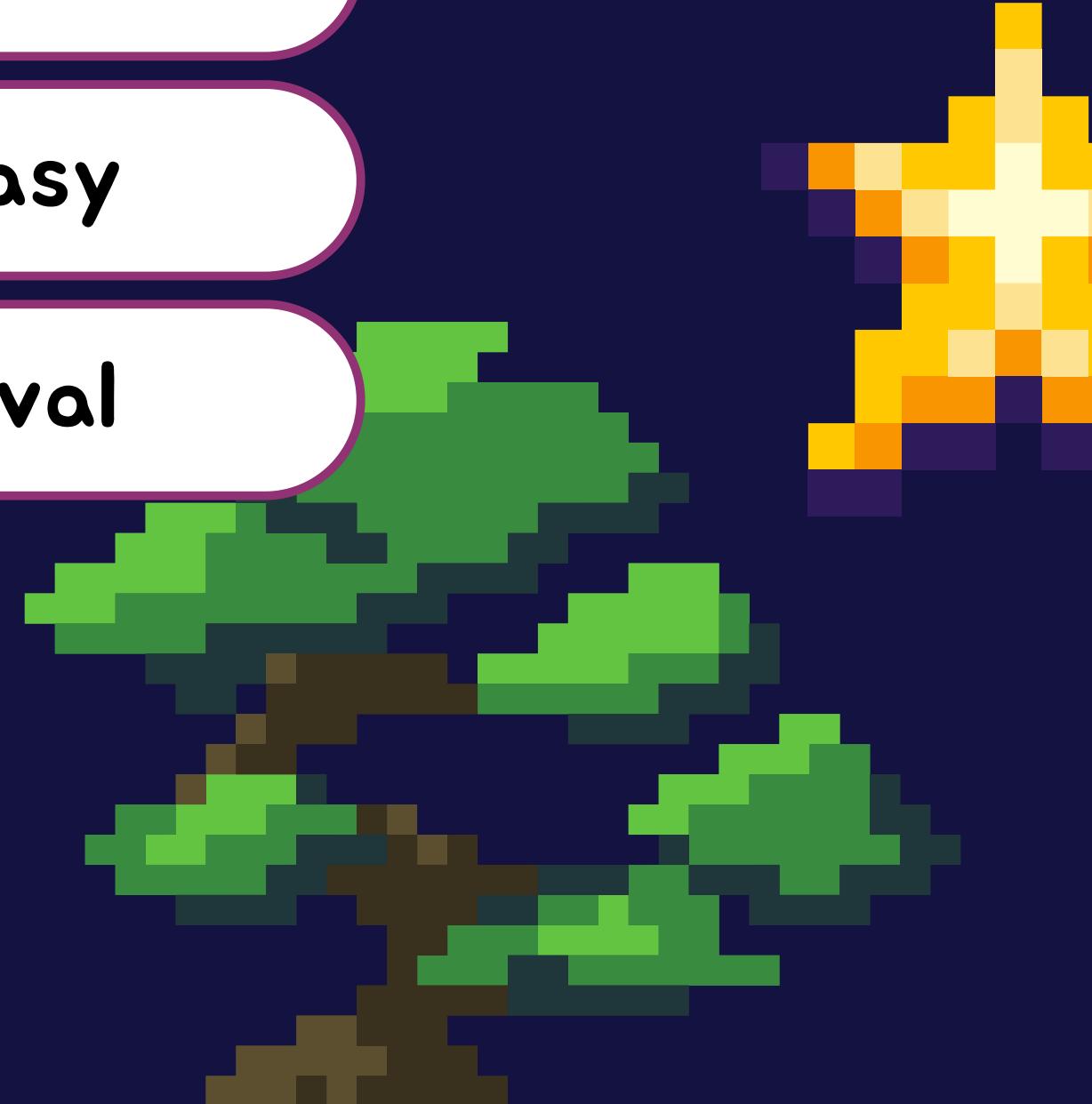


GENRE OF THE GAME

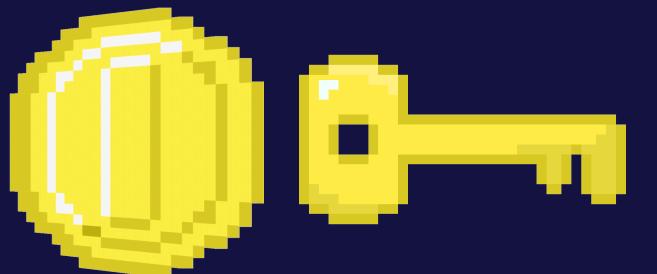
Action/Combat

Fantasy

Survival



ROGUE-LIKE ELEMENTS



ITEMS



SHOP



RANDOM MAP AND ENEMY



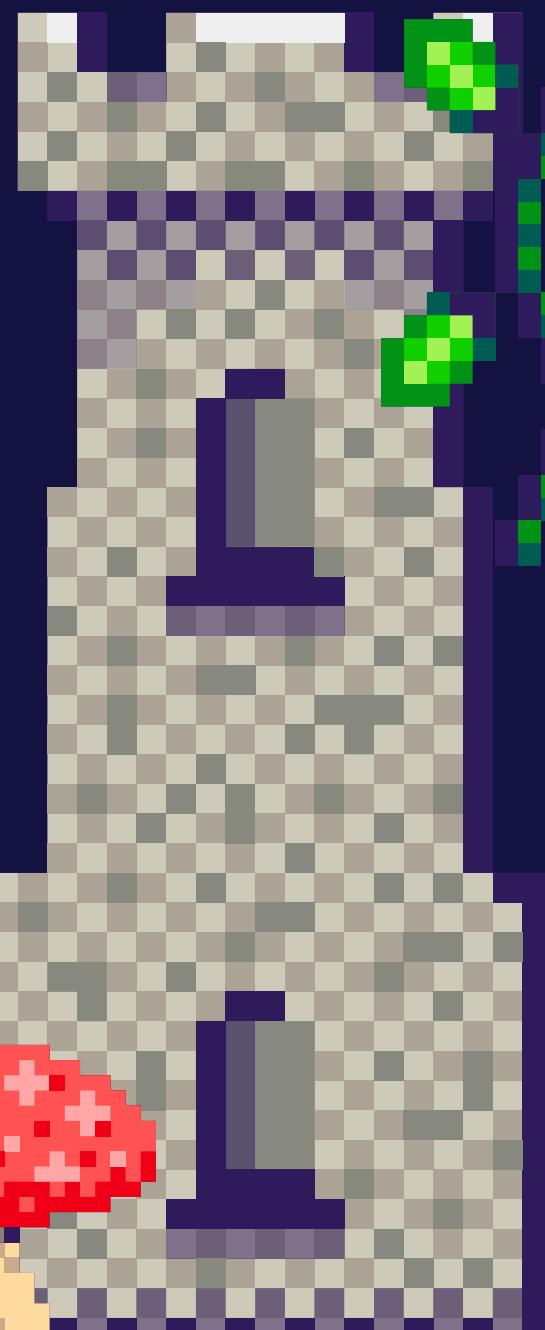
DEFATING ENEMIES



UPGRADE



COMPENSATION



RULES AND MECHANICS

1.
**INTRODUCTION
AND MENU**

2. **BASIC
CONTROLS**

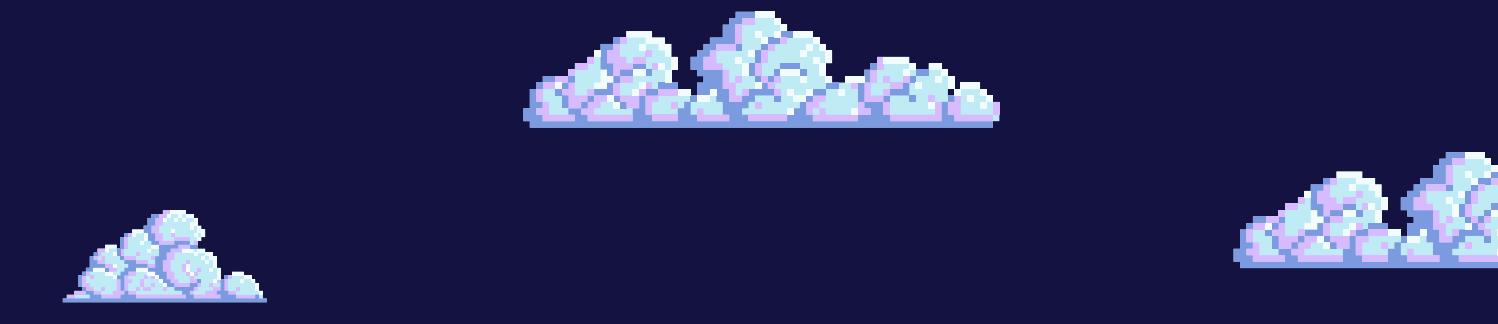
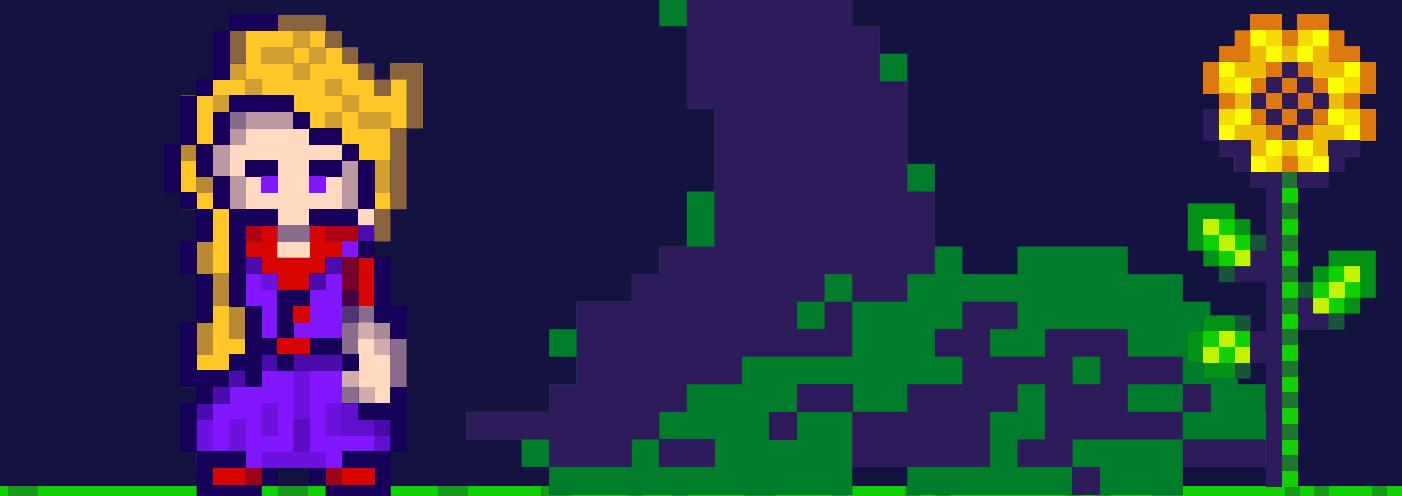
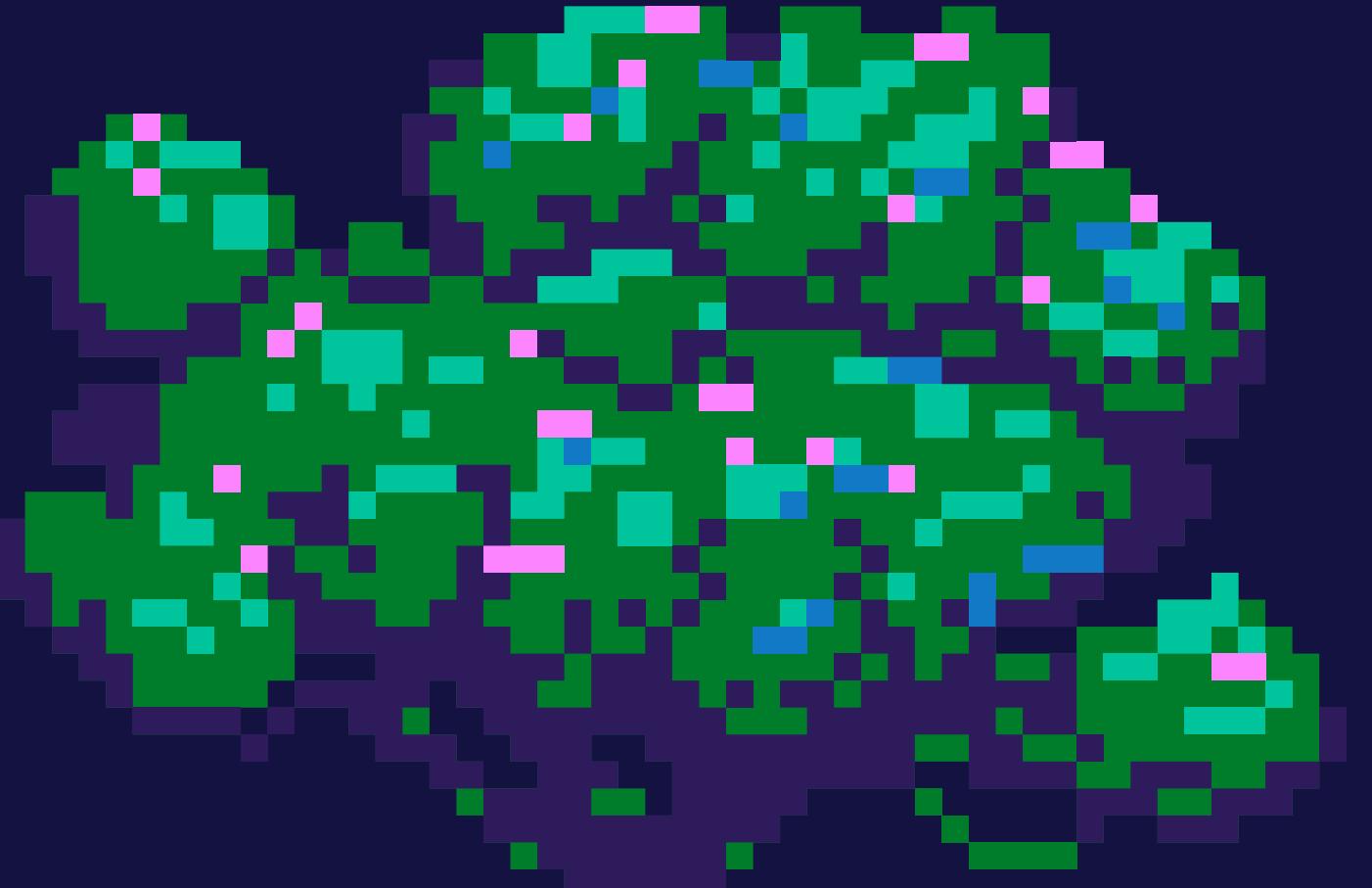
3. **ROOMS
AND
EXPLORATION**

4. **COMBAT
AND ENEMY
MECHANICS**

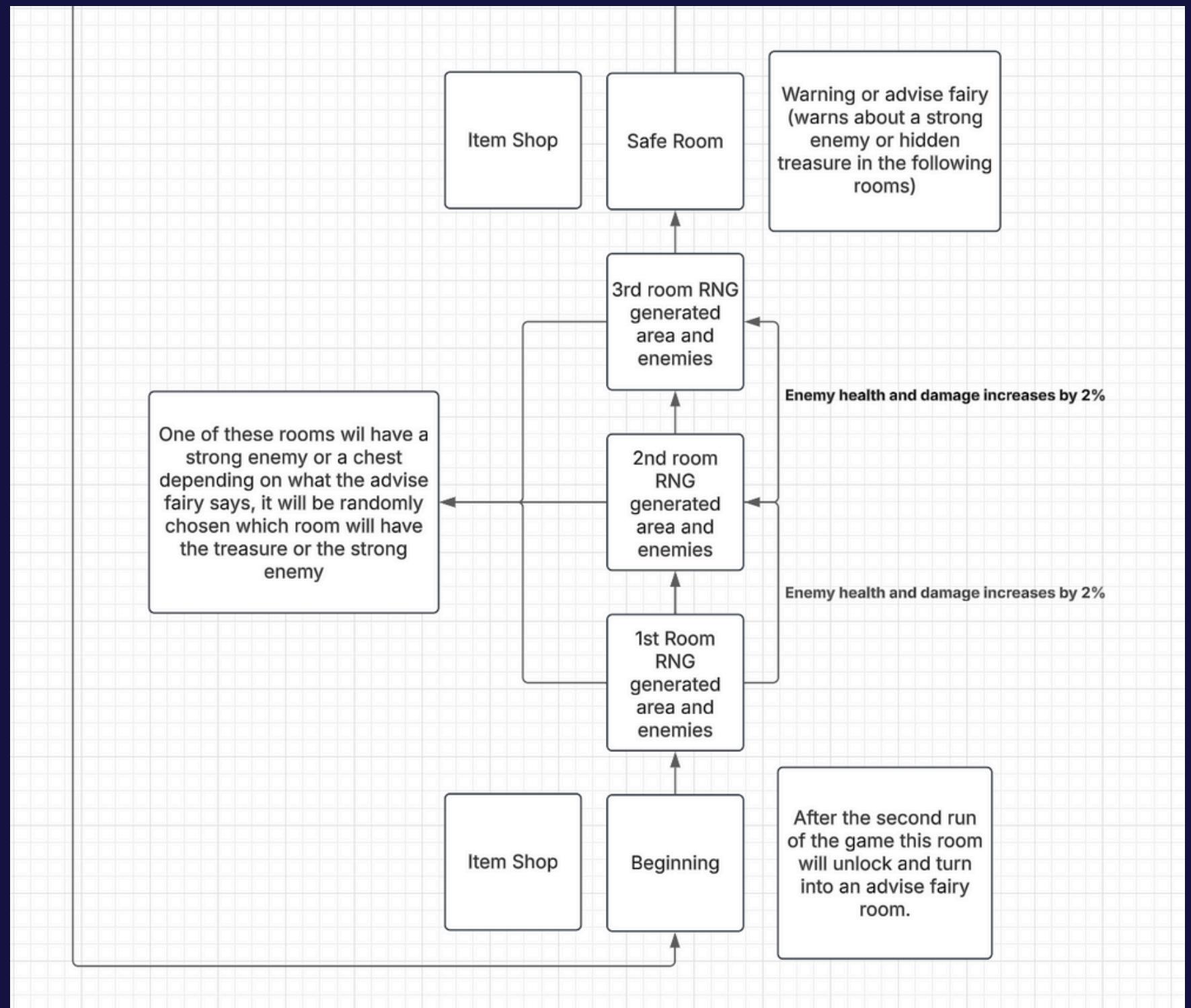
5. **NPCS**

7. **QUESTS
AND
STORYLINE**

8. **DEATH
AND
REPLAY**



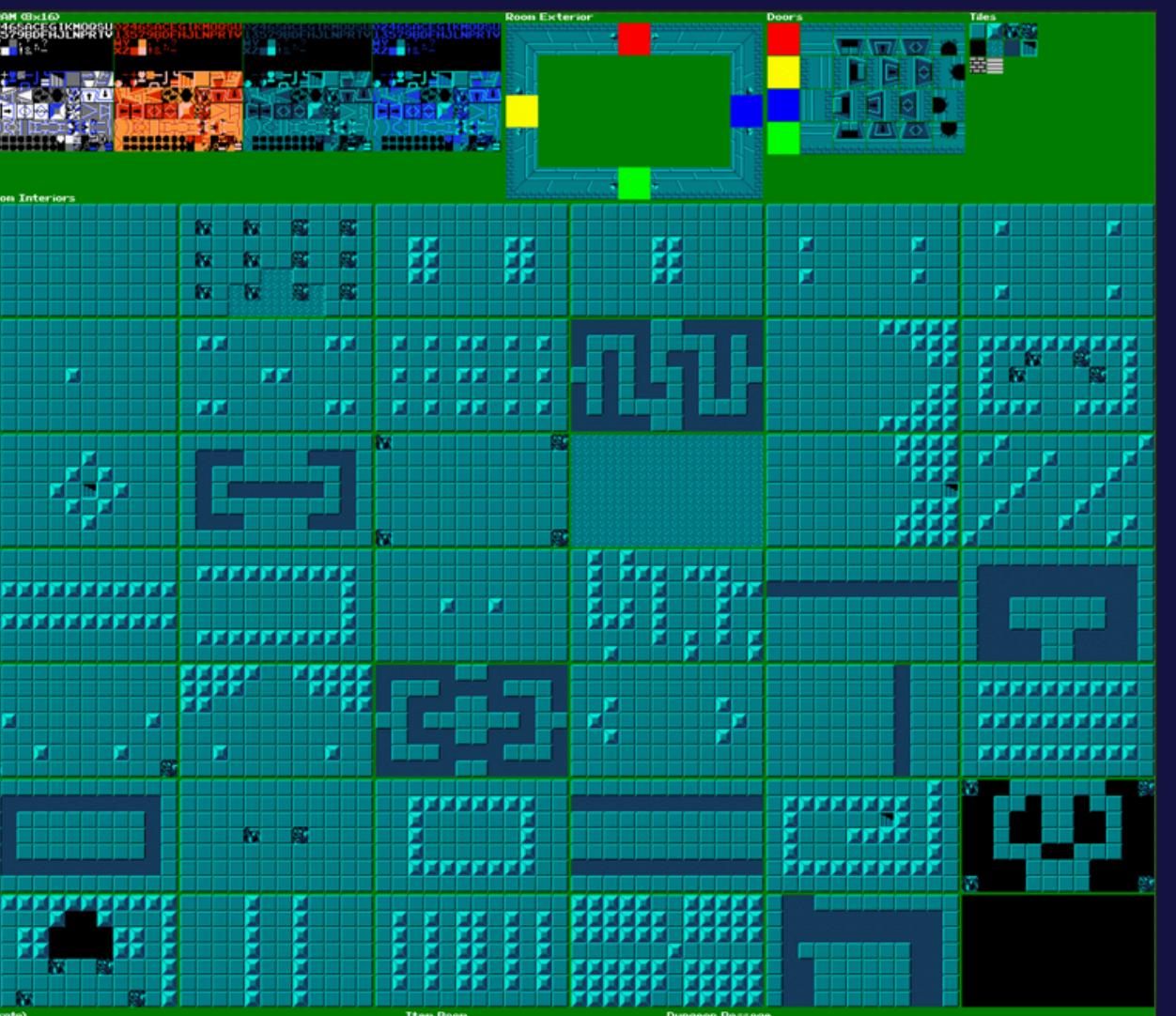
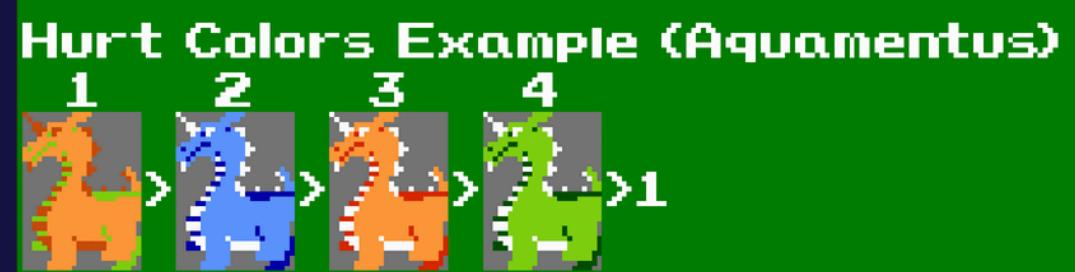
MAP DIAGRAM



VISUAL STYLE

The game will be inspired by the 16-bit style from old NES games with simple but understandable sprites. We will use the sprite sheets from the game The Legend of Zelda from the NES to model our character and our environment.

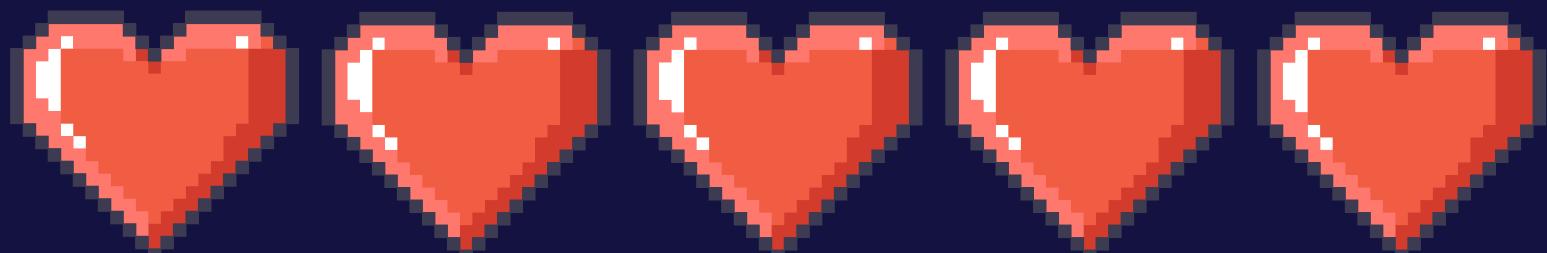
We modified Link's colors to be different and inspired by the colors of our university. Dungeons, items, and npc's are also taken from the sprites of this same game, but with a different color scheme.



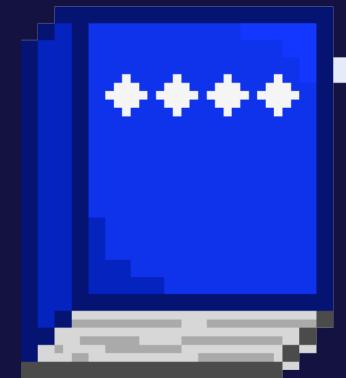
INSPIRATION



DATA COLLECTION



PLAYER HEALTH



SIDE QUESTS



GOLD



BOSS



TREASURE



ROOMS

