



Final Presentation

Team Crypt Crawlers



Project walk though

Evan will play through to show off the entire game and all features.

Contributions - Evan



Creation and implementation of the player art, movement scripts, melee attack, and grapple gun.

Implementation and development of all NPC characters.

Creation and implementation of the camera following scripts on the main levels and boss fight.

Creation and implementation of the trap door.

Creation and implementation of the Dragon boss fight scene and Dragon AI.

Creation and implementation of all enemy AI scripts and pathing scripts.

Creation of the Skeleton and Orc art.

Creation and implementation of all animations.

Implementation of the ending scene.

Fixing of bugs towards the end of the game.



Contributions - Alex

Implemented everyone's level design into the final game

Implementation of the Title screen and all levels

Major bug fixes and player level interactions

Creation and implementation of the slingshot and dart trap asset and scripts

Implementation of enemy damaging, and status effect scripts

Creation and implementation of all parallaxing background scripts

Creation and implementation of the UI and various sprites for items: slingshot, grapple, cloud, boss gate, rock, dart trap, and cave entrance

Creation and implementation of player respawn checkpoint system as well as improvement to out of bounds respawning

Creation and implementation of the potion spawning script in boss fight

Implementation of all game music



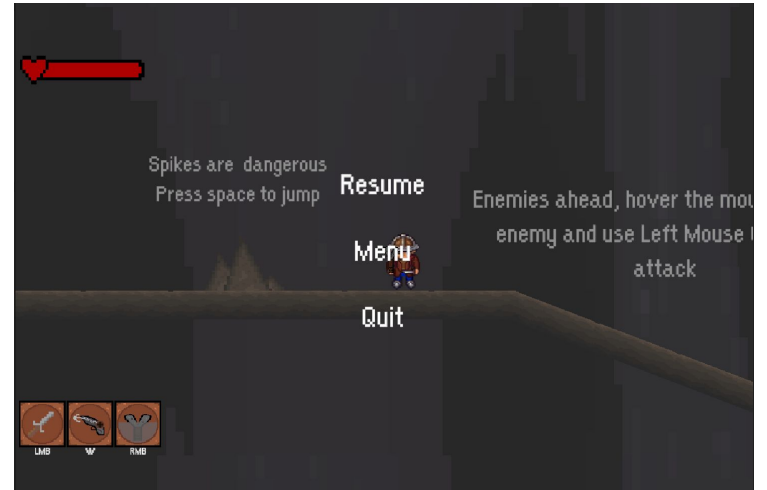
Contributions - Shawn

Creation of the teleporting script.

Creation and implementation of the Pause menu.

Creation and implementation of the out of bounds teleporting script and when player health reaches 0.

Creation of initial dialogue system.



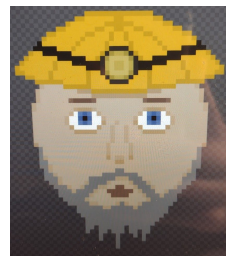
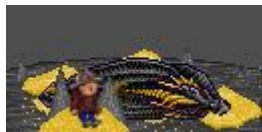
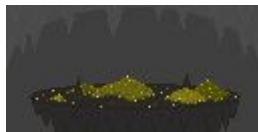
Contributions - David

Creation of all background art.

Creation of title screen and end game art.

Creation of all tile art.

Development of character concept art.



Contributions - Collin

Creation of enemy assets including spider and slime.

Creation of Item art including health potion, small dagger, sword, and pickaxe.

Creation of transportation asset (minecart).

Creation of UI assets including rudimentary UI, inventory, and health bar art components.

Created a level design for coding team to implement.

