

Death Slayer

Introduction

Death Slayer is a 2D game developed in Unity 2D URP (2021.3.16f1) that will be playable on PC.

The game is an arcade platform with different levels where you need to kill enemies in order to reach the other chamber, the objective is to kill the final boss.

You will be controlling Asura, a warrior whose homeland was destroyed by the *Deaths* many years ago, her purpose is to avenge them by destroying them.

Death Slayer is based on Castlevania.

Assets that will be used:

<https://assetstore.unity.com/packages/2d/environments/medieval-pixel-art-asset-free-130131> Tilemap

<https://assetstore.unity.com/packages/2d/characters/warrior-free-asset-195707> Player

<https://assetstore.unity.com/packages/2d/characters/monsters-creatures-fantasy-167949> Enemies

<https://assetstore.unity.com/packages/2d/characters/martial-hero-170422> Boss 1

<https://assetstore.unity.com/packages/2d/characters/bringer-of-death-free-195719> Boss 2

<https://freesound.org/> SFX

https://www.youtube.com/watch?v=ICwnlNitmUw&ab_channel=ThePrimeCronus Song Used

For the **VFX** I added Post processing effects, particles on the fire torches and a flash effect on enemies and the player when they receive damage from each other.

Gameplay

The **main menu** will have a button to enter a panel that will display the controls, to start the game, to exit the game and a new panel of **Options**.



Inside the **options menu** you can switch between windowed or fullscreen and control the volume of the music.



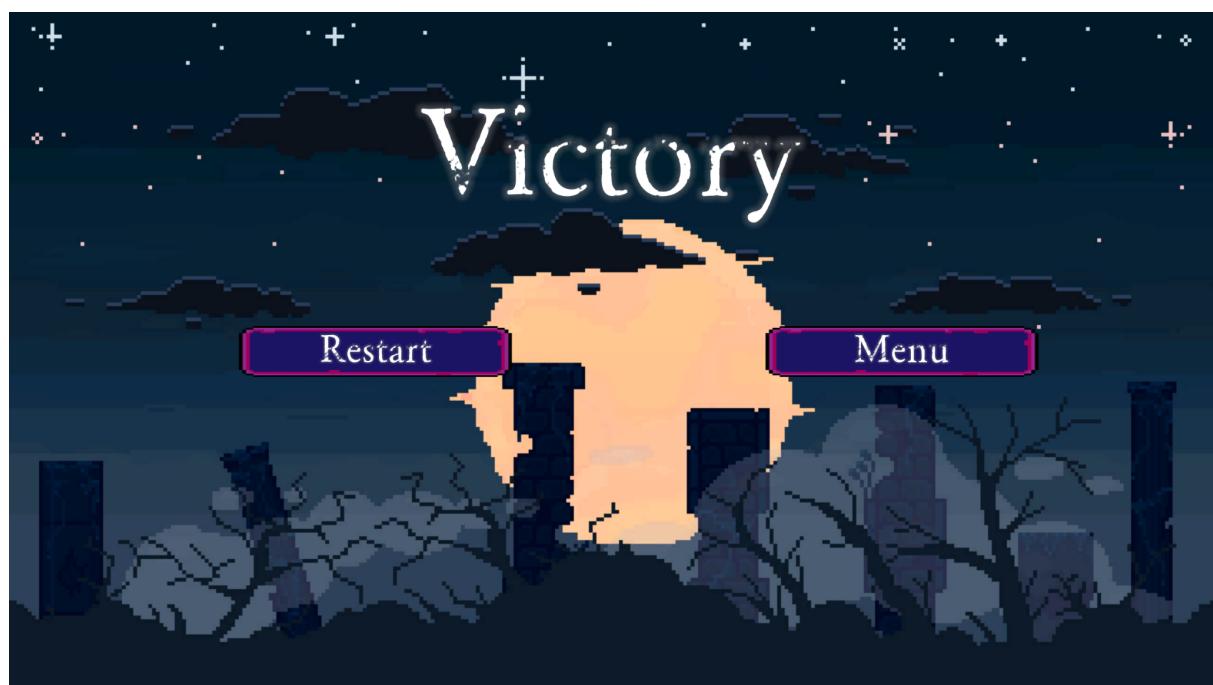
Inside the **controls menu** you can learn how to move the player.



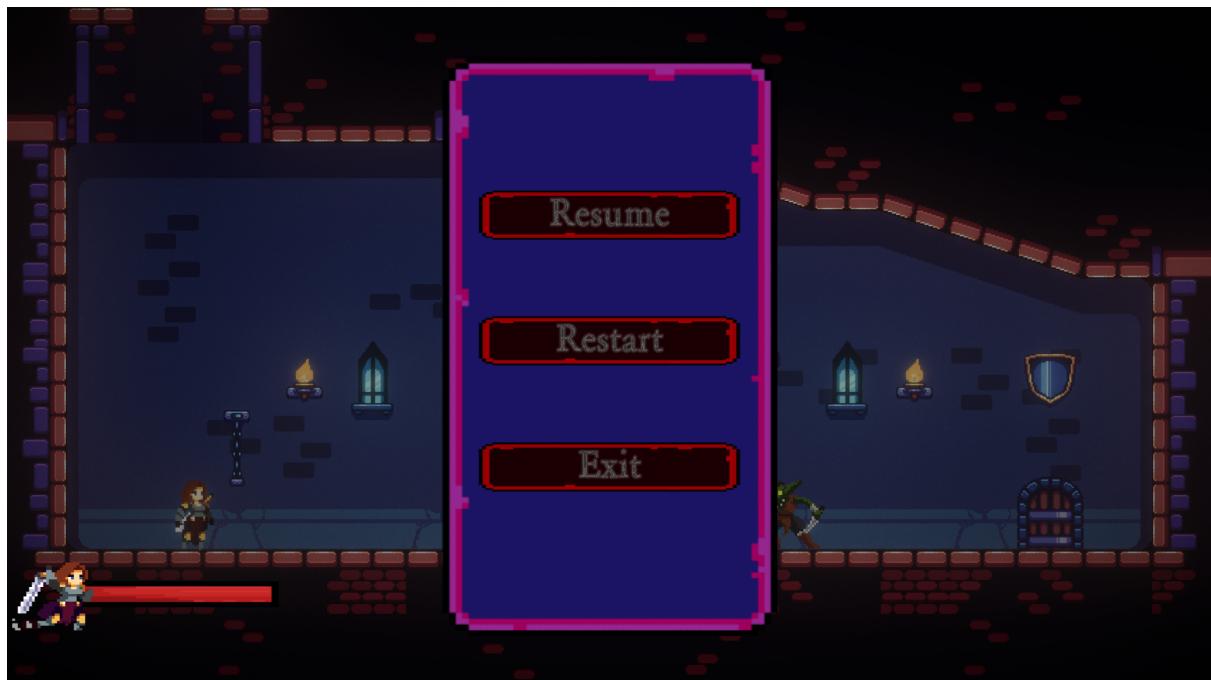
The **game over** will have 2 buttons, one to exit to the main menu and one to retry.



The **victory screen** will have the restart and return to menu buttons.



When playing you can press Esc. to **pause your game** inside the pause panel you can resume, restart or exit the game.



The player and the enemies will have a different amount of HP and Damage numbers(depending on the character).

Asura: 100 HP | 20 DPS



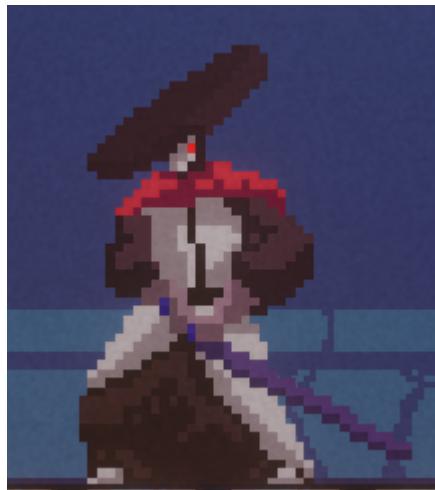
Goblin: 40 HP | 10 DPS



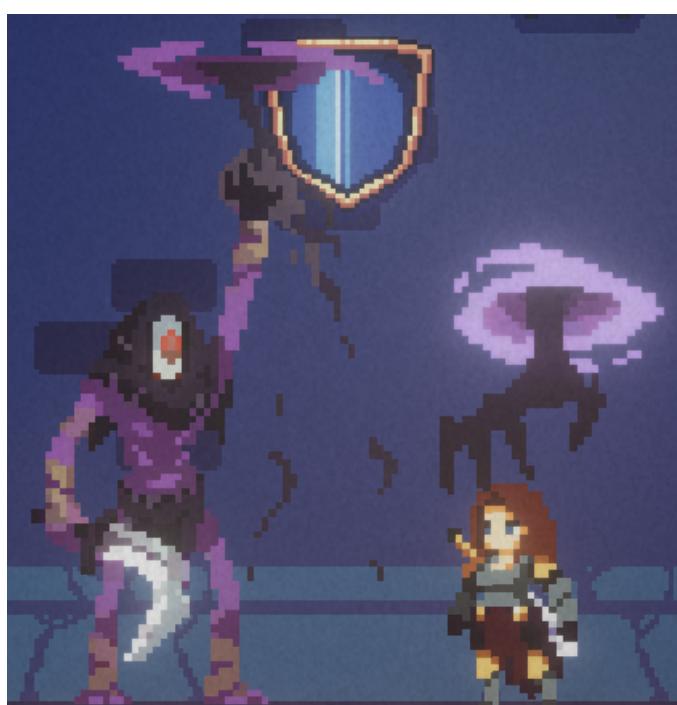
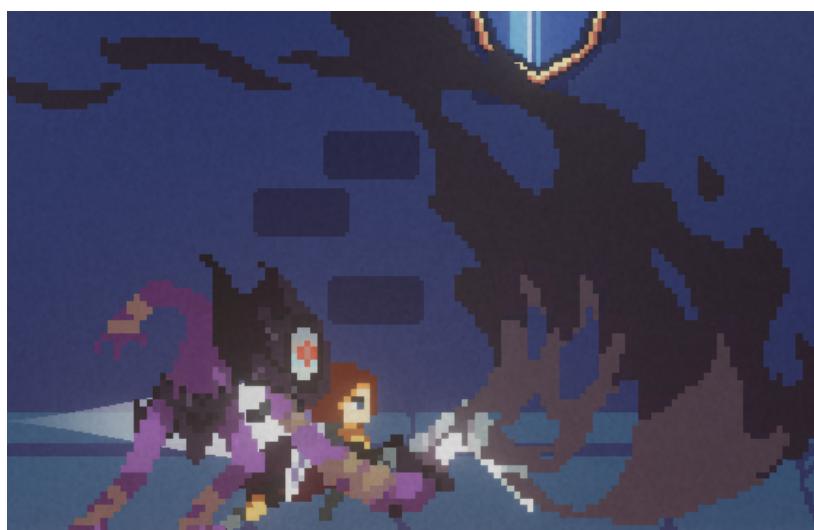
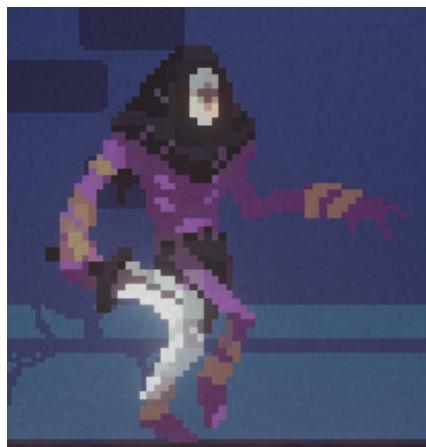
Skeleton: 60 HP | 15 DPS



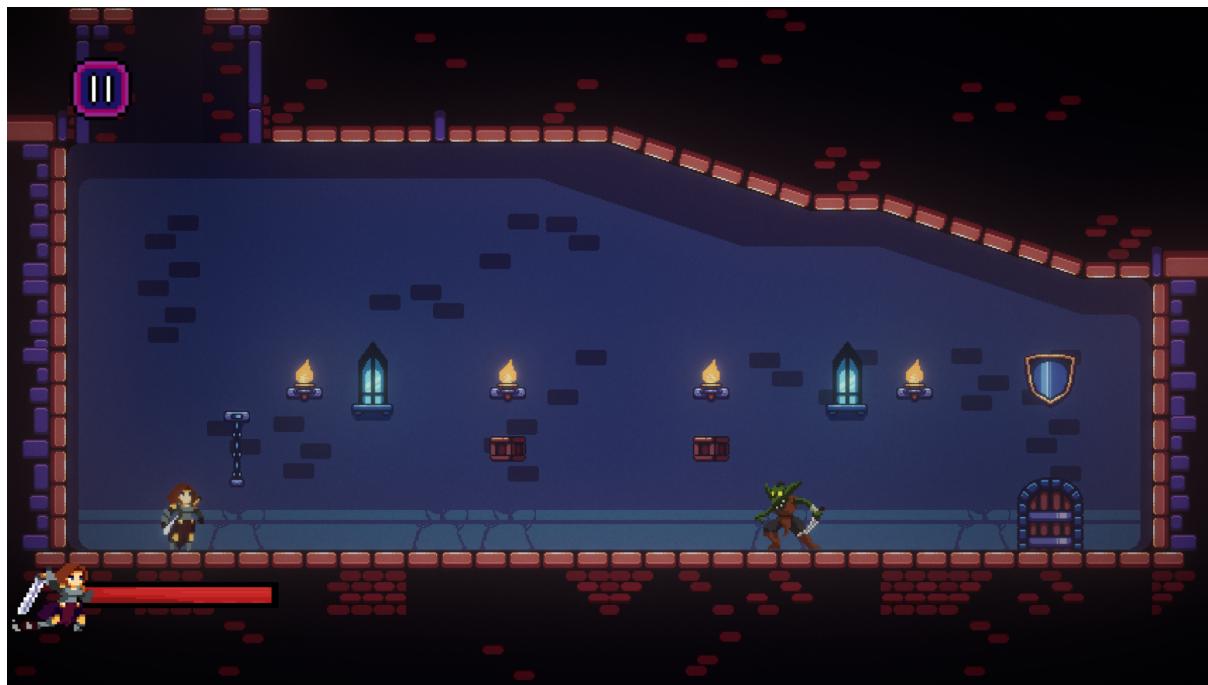
Samurai: 100 HP | 10x2 DPS



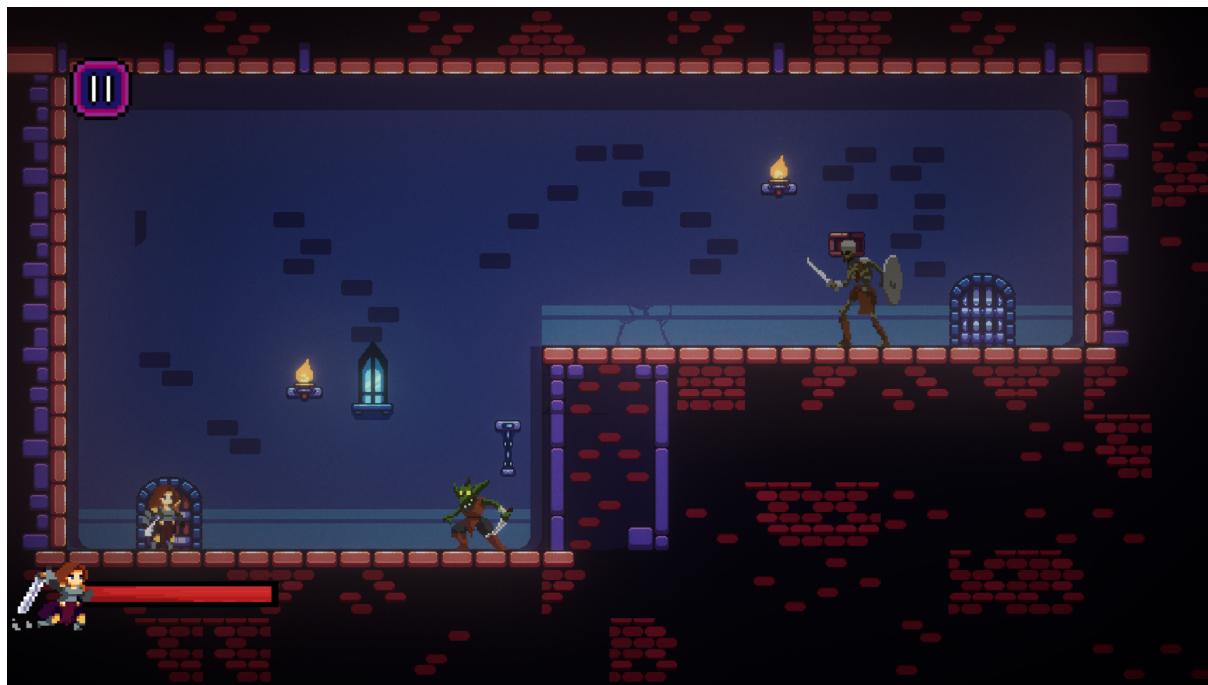
Bringer of Death: 200HP | 10 DPS Melee Attack & 20DPS Ranged Attack



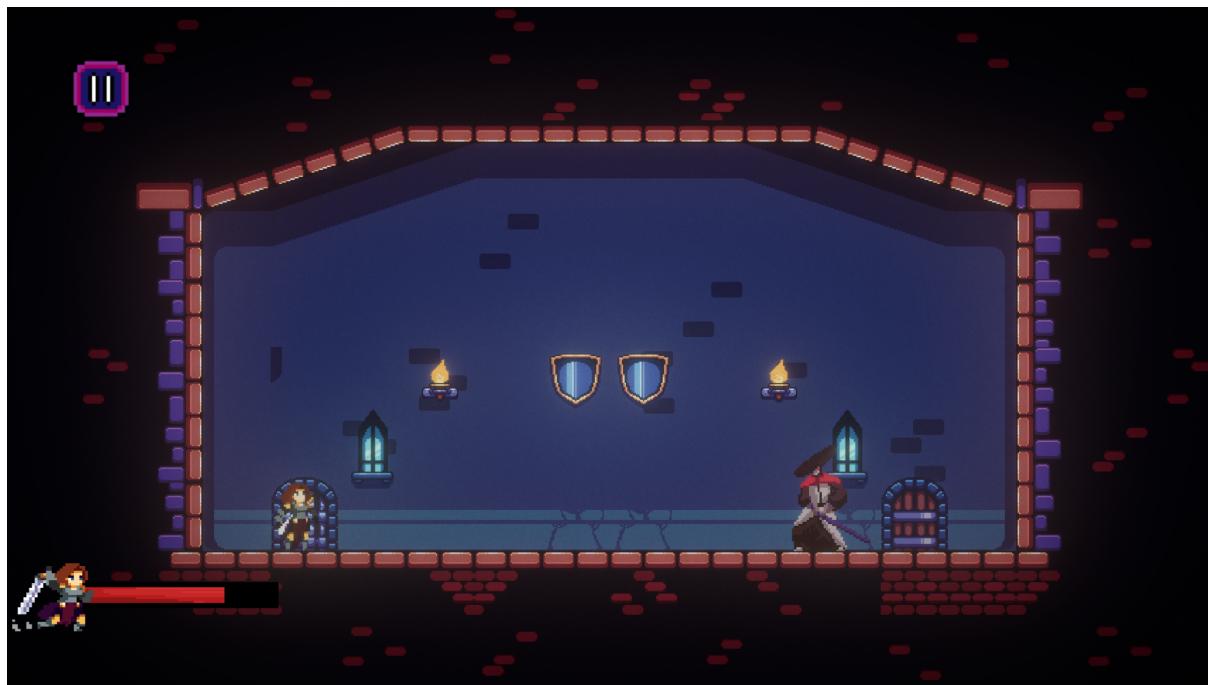
First level: 1 Goblin



Second level: 1 Skeleton & 1 Goblin



Third level: 1 Samurai



Fourth level: 2 Goblins and 1 Skeleton



Fifth level: 1 Bringer of Death



Developer notes: If I continue this project in the future I'll like to add more enemies and levels as well as working on a better player experience in general.