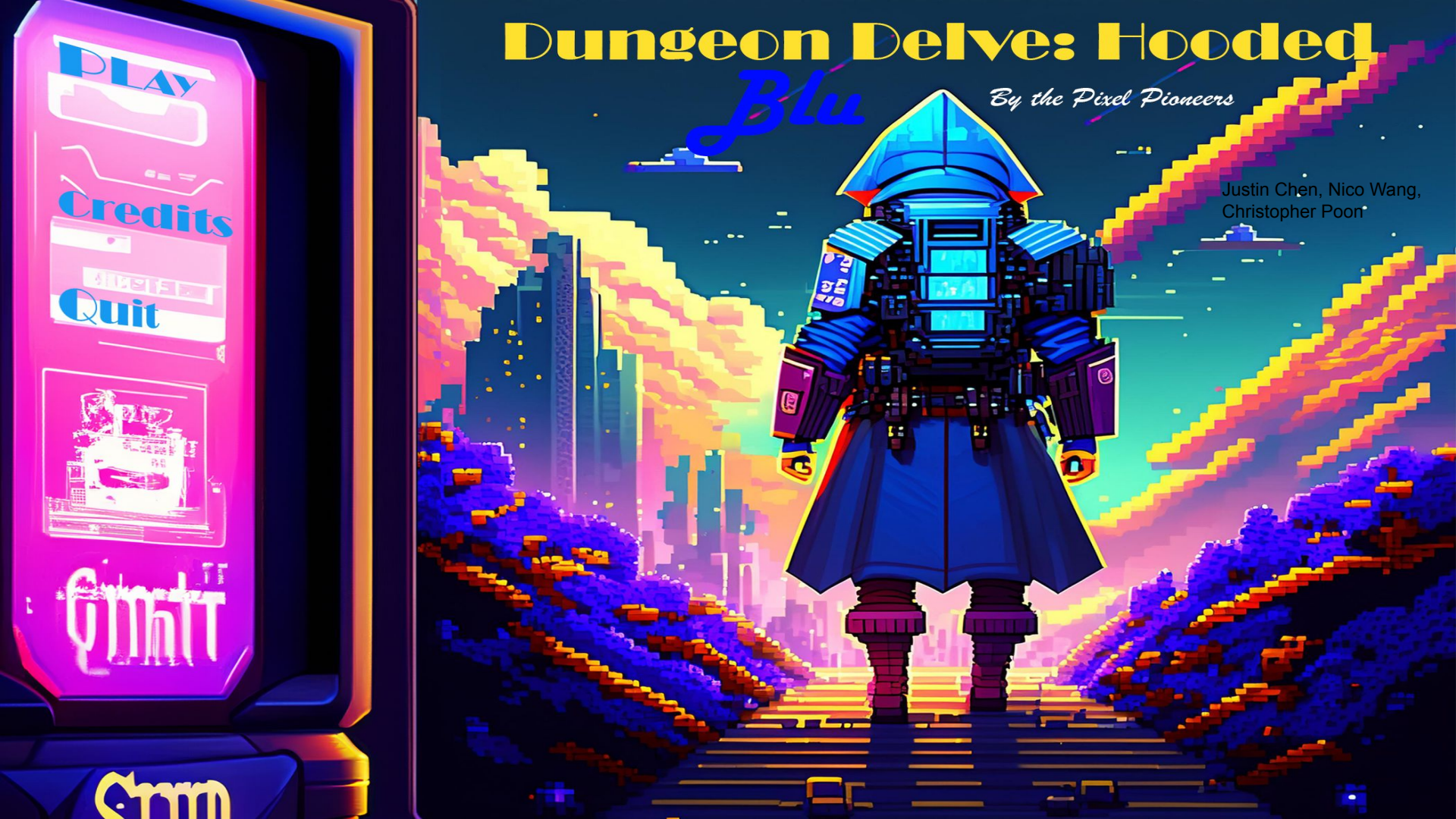
Play
Credits
Quit
Dungeon Delve: Hooded Blu
By the Pixel Pioneers
Justin Chen, Nico Wang, Christopher Poon

We are the Pixel Pioneers!

Nico Wang

-Lead artist and level designer

Justin Chen

-Main coder

Christopher Poon

-Jack of all trades

Process

- We took inspiration from games like Realm of the Mad God and Vampire Survivors
- Our game is played on one level and the enemies level up to our player

Asset Creation:

- In order to create the insane amount of assets we had I (Nico) fixed up images generated by Adobe Photoshop's build in generative fill.
- To form the basics of our level we generated tiles, borders, and obstacles and made sure to polish them up.

Process

Animation:

- We used the generated images as a reference and drew key-frame images to create walking, attacking, and effects.
- For example, to create the sword animation we had to draw warped versions of the sword.

- Walking was a bit wonky looking:

Process

Sound Effects:

- To make our game even more polished, I implemented sound effects found on the web (dw we referenced them later)
- Examples of sound effects: Player Dash, Sword, Walk, Fireball

Enemy Design:

- In order to optimize our time, we chose to create rather simple enemies.
- <u>Simplicity optimizations:</u>
  Ghost (has no legs so no complicated animations)
  Fire Golem (doesn't move around, only shoots projectiles)

Level Design:

- In order to fit the theme of the event, we made our game on one floor of the dungeon with increasing difficulty
- Although, only one level we added plentiful decorations to make the dungeon feel worthwhile.

Conclusion

-This is our first time doing a game jam.

-We ran into many issues like Godot thinking random files are named wrong when they aren’t.

-Despite that we are very proud of our project.

RPI best SUNY

Questions??

Game
Over

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