

DEMILICH'S RETREAT

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Concept



- Twin-stick shooter, inspired by games such as *Journey of the Prairie King* with a D&D aesthetic.
- You play as άστήρ, a half-elf archer from the Feywild. You must defeat a Demilich to regain your ancestral bow and mend the link between the overworld and the Feywild.
- The player advances through different areas, defeating the local enemies with Aster's bow, and with magic spells he can find along the way.

Further overview

Enemy types:

- Goblins – run fast, spawn fast, die fast.
- Skeletons – can take a few more hits. Will fire arrows when far away.
- Gargoyles – can teleport around, but are locked into position afterwards.
- Bugbears – tough, can steal health from Aster if they hit him.
- The Demilich – a floating head with a lot to say. The final challenge.

Considerations in design

- Python selected with Pycharm IDE
- Pygame used for graphics
- Chose to code procedurally rather than object-oriented
- Controls: WASD for movement, arrow keys to fire, space to use powerups
- Health: scale 0-10, displayed via hearts
- Can only store one power-up at a time

Design details

- Defined functions such as *MoveEnemy*, *BoundingBox*, *WaveTransition*, etc.
- Initialisation of variables undertaken at the start of *main*
- Simple matrix manipulation to get the spawn points for enemies in a given wave and select a random one
- *MoveEnemy* – runs a frame of movement for each enemy
- *BoundingBox* – checks if a position is between a pair of points
- *WaveTransition* – runs a cutscene of Aster moving between stages

Development

- Initial gameplay developed using placeholder squares to test mechanics
- Playtesting to refine speeds of player, enemies, and projectiles
- Graphics were added once the foundation of the gameplay was solidified

The Game

Evaluation

Future improvements:

- Refine start and end screen to have better graphics
- Add sound effects / a soundtrack
- Enemy-to-enemy collision

Lessons learnt:

- Get a concept down early
- Schedule more regular collaboration sessions
- Collect more evidence of iterative testing