



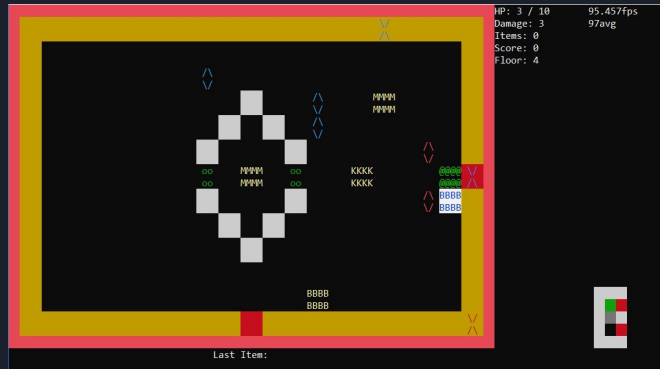
The Great Escapade

Developed by Team 1
Kendrick, Yan Quan, Jo Chu, Winston

Task Allocations

Kendrick

- Level Generation
- Player Movement and Shooting
- Enemies and their AI
- Sound Implementation



Yan Quan

- Save system & File I/O
- Main Menu & Sub-Menus
- Assisting in Level Generation



Task Allocations

Jo Chu

- Player Death
- Game Over Screen
- “You Win” Screen

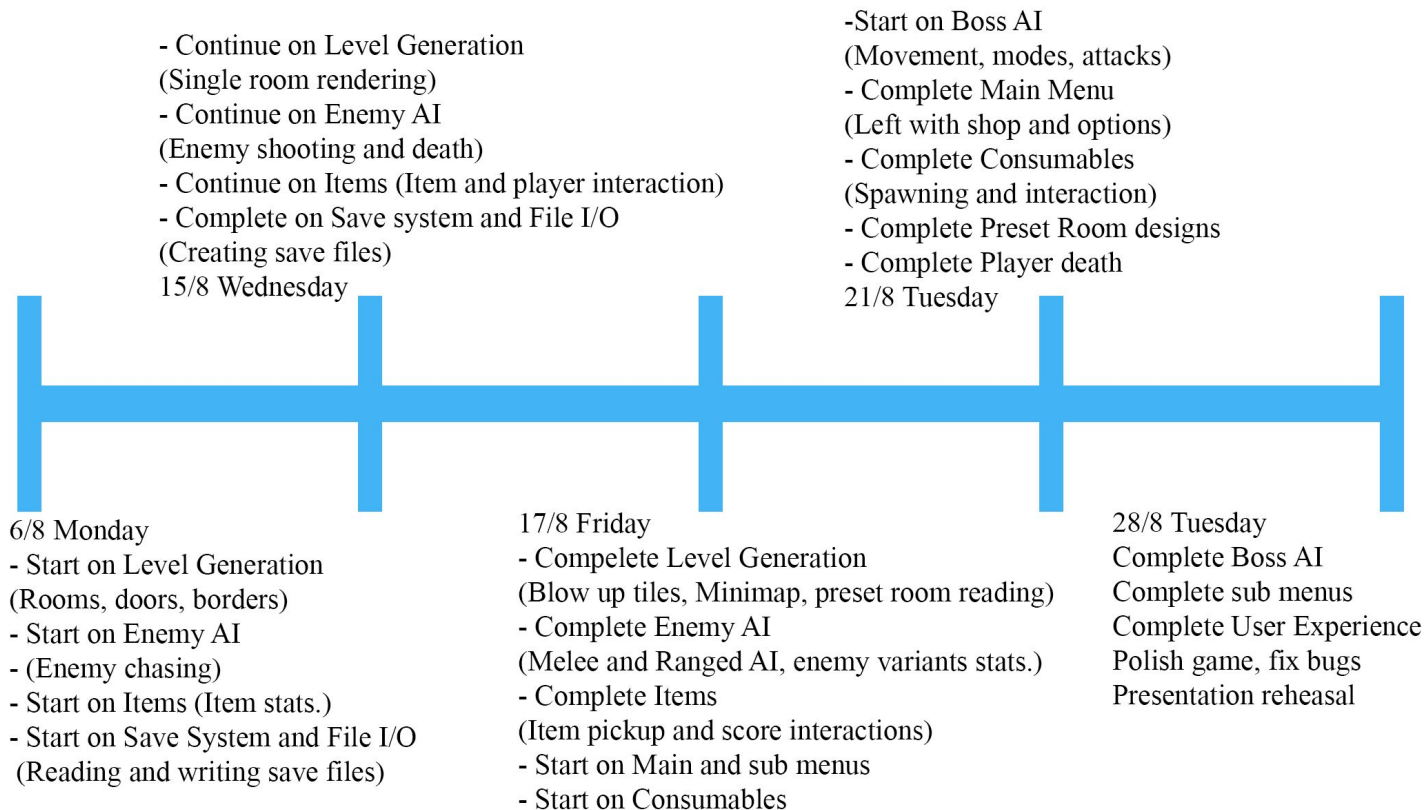


Winston

- Player Statistics
- Score interactions
- Items and Consumables
- Room designs



TIMELINE





What is The Great Escapade?

- Roguelike Top-down Shooter
- Medieval/Fantasy Themed
- Inspired from The Binding of Isaac & Crypt of the Necrodancer

THE GREAT ESCAPADE



Why play The Great Escapade?

- A Classic Roguelike Game
- Comfortable WASD and Arrow Key controls
- 50 different room designs with unique play-styles
- 2 enemy types with different stats. and AI + 1 boss with new AI and attacks
- 7 items with unique effects and stats.
- A save system with a shop to purchase item upgrades

Enemies

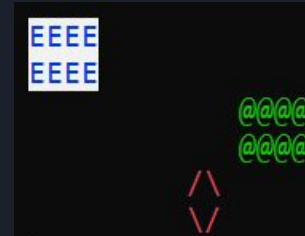
Melee

- Enemies chase down the player and deal damage when next to them
- High HP, high damage, high speed
- 3 Melee enemy types: Bandit, Knight, Guardian



Ranged

- Enemies keep their distance and fire projectiles towards the player
- Low HP, low damage, medium speed
- 2 Ranged enemy types: Mage, Enhanced Sorcerer



HP: 975 / 13 98.265fps

Damage: 102 97avg

Items: 1

Score: 530

Floor: 5

Enchanted Sword Level: 1

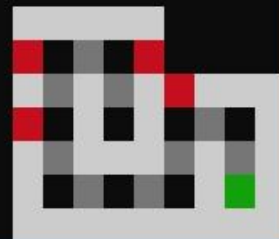
0000
0000

^ ^
v v
^ EEEE0000 ^
v EEEE0000 v
^ EEEE0000 ^
v EEEE0000 v
^ ^
v v

^
v

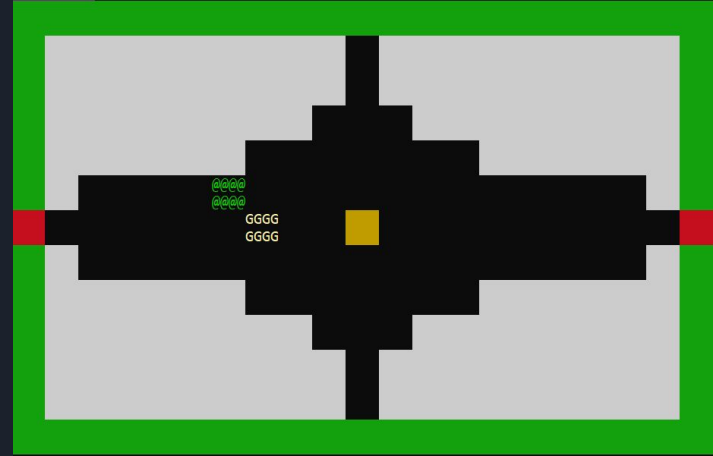
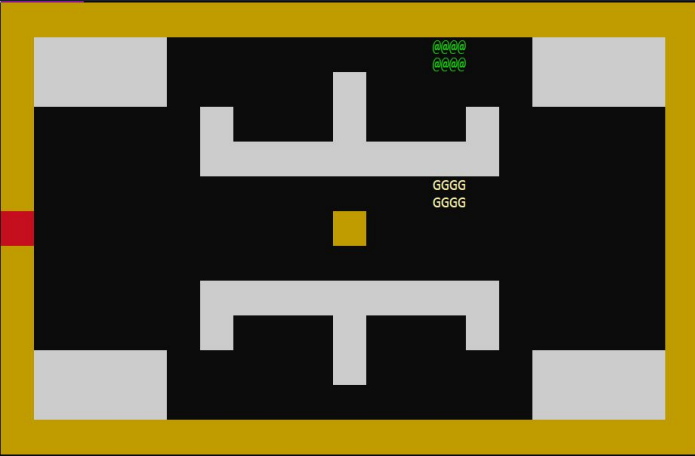
^
v

Last Item: Enchanted Sword



Items

- Items only spawn in item rooms as a yellow box
- Picking up an item gives the player a random item out of the 7 total items, without replacement
- Items are frequently guarded by Guardians, which are mini-bosses with 35 HP and 5 damage, and is faster than the player. 2 Guardians spawn from level 3 onwards.

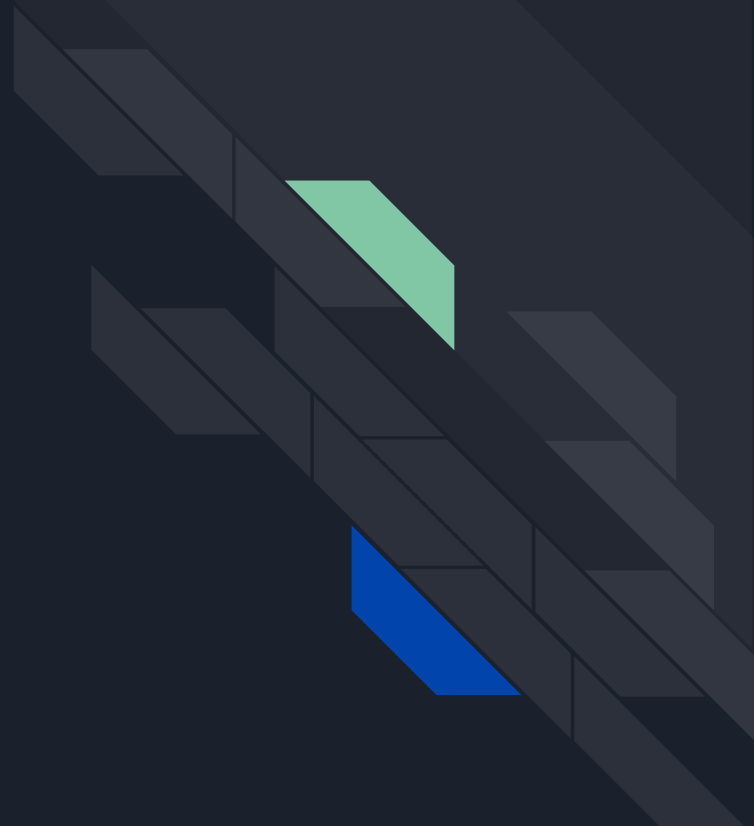


Shop and Score

- The shop is where the player can spend their accumulated score to upgrade items and their effects. Item upgrades will increase in their cost per item tier.

Heaven Cracker	
Current Tier (Tier 0)	Next Tier (Tier 1)
Pellets pass through invisible rocks. Pellet lifespan doubled.	Pellets pass through invisible rocks. Pellet lifespan doubled. Increases damage by 2.
Cost: 400 Score: 156	
[LEFT] & [RIGHT] - Choose [ENTER] - Buy [ESCAPE] - Back	

Game Demo

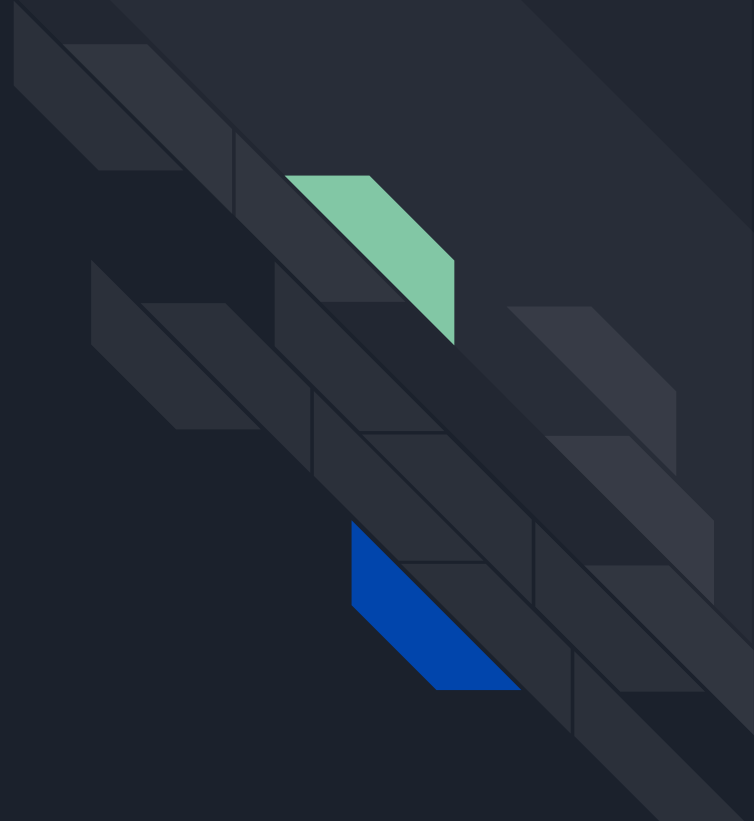




Possible Future Improvements

- More than 1 sound playing at a time
- More items and unlockables
- Varying room sizes and shapes
- Different AI types (Long-ranged AI, Teleporting AI, etc.)

Thank you!



Q&A

