SOUL MANCER

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Game Programming Final
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INTRODUCTION

Traditional Turn-Based 2D pixel RPG adventures can be boring and feel passive.

More dynamic, Real-time combat systems offer skill-growth opportunities.

SoulMancer is a hybrid RPG/Fighting Game where you travel through lands and fight enemies.

CAPTURE SOULS TO FIGHT!

Set in a vibrant, pixel art world where slimes, knights, and demons exist, you play as the titular *Soul Mancer*—the soul of a lost wizard capable of capturing and utilizing the souls of defeated enemies.

Roles

Liberty

BG Music and Sound Effects

Joel

Level Design and Scripting

Karon

Gameplay, Character Art/Animation, UI

MUSIC

For music we decided to use free resources found online themed for RPG games. Themes for overworld and battle were set to the scenes.
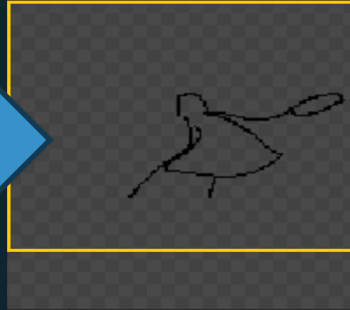

SFX

Sound effects for menu navigation were added and binded to keys on scenes where needed.
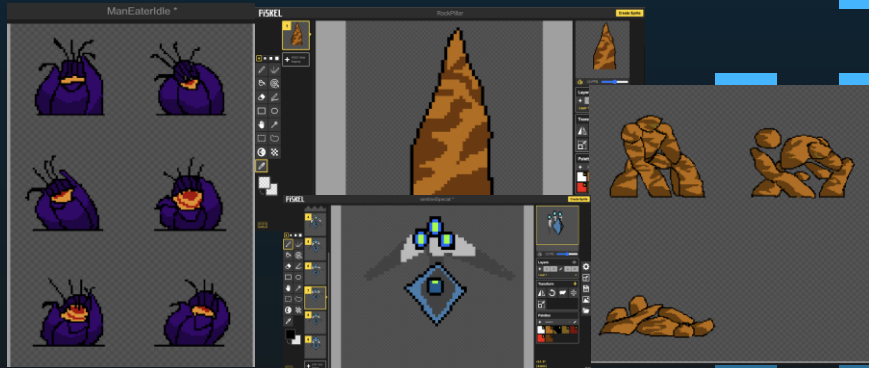
Character Art/Animations
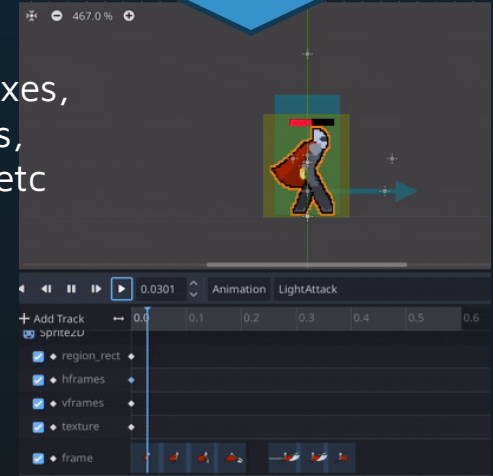
Start with Ideas and planning

To sketching/scaffolding using stickman method

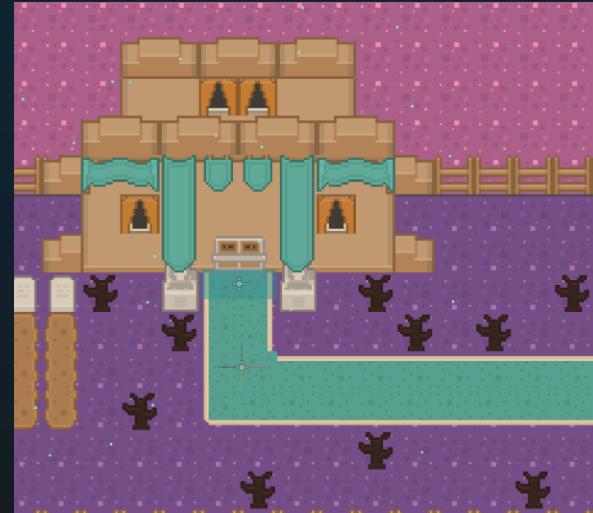To Coloring, Polishing, and Integrating into the game

Add Hitboxes, Shaders, effects, etc

Overworld and Design

- **Visualize progression**

- **Immerse players**

- **Provide objectives**

Gameplay Demo

Inspiration and Ideation

Games:

Ideas:

Gameplay and Mechanics of a fighting game

RPG progression system: leveling, party system

Character Art/Animations, Desire to learn pixel art

Future Improvements

Capture System

Chance-based to obtain more characters, managing the party through swapping.

Round Based Moves

Make cooldowns for moves for another level of strategy

Inventory, Items, and Shop

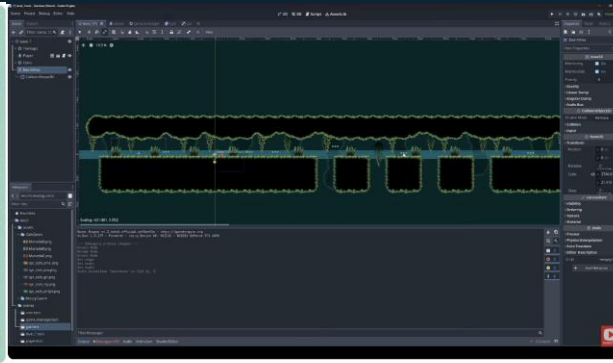Change up battle strategies depending on items and implement overworld rewards

Tutorials

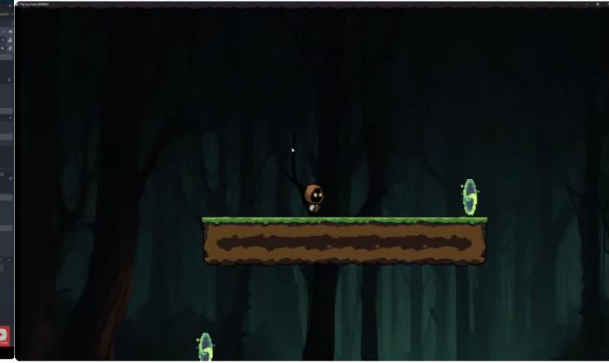How to Build a Complete 2D Farming Game an 8-Hour Tutorial Series - Godot 4.3 - All 25 Episodes

Make Your FIRST 2D Game with Godot 4.3! | FULL Beginner Tutorial

QUICKEST Way To Add Portal System - Godot 4 2D Tutorial

First Tutorial

The purpose of this tutorial was to introduce basic Godot functionalities. Tiling, GUI, Player Movement

Second Tutorial

Introduced different features such as Cameras, Effects, and Level Design

Specific feature

Introduced warping between two places

Tools/Assets Used

Piskel

Website For Pixel Art/Animation creation

GODOT

Open source game engine

GODOT
Game engine

Itch.io

Assets for UI, Effects, and Map tiles

itch.io

Thank You!!!

Any questions?