

# Flame

By Markus Damm

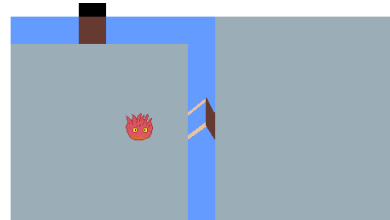


What's Flame?

- Singleplayer
- 2D-Action
- Pixel-Art
- Created with FUDGE

What's Flame not?

- NO Dungeon Crawler
- NO Roguelike
- NO finished product

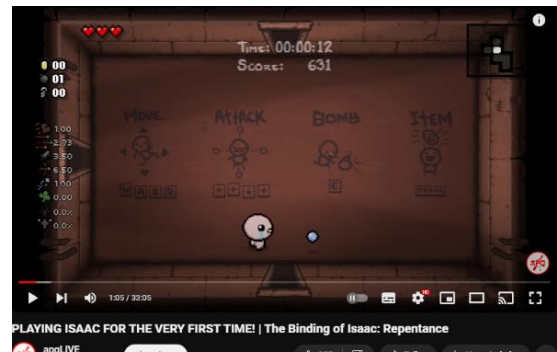


1 Early scribble of a possible room with portals and a raised bridge

Inspiration: The Binding of Isaac

Movement- and attack-keys are the same as in The Binding of Isaac. The player has to fight enemies and can acquire Power-Ups.

Plans existed to add additional abilities, a burnout-mechanic and create a dungeon with different rooms, which had to be canceled.



2 Image from [www.youtube.com](http://www.youtube.com)

Core Idea

Fight waves of enemies, collect Power-Ups to grow stronger, survive!

You are a fiery friend fighting to keep your flame lit. Shoot fireballs on fiendish attackers while avoiding them and their projectiles in an open arena. But be aware: your adversaries hide in the shadows and are only revealed once you let your flickering light shine on them.

Enemies



Octo: They try to catch you.



Goriya: Be aware of their projectile. Don't let them surround you!

(additional sprites are taken from [www.sprisers-resource.com](http://www.sprisers-resource.com), Legend of Zelda: A Link to the Past.)

Features

VUI: shows your health and the remaining enemies from this wave.

Light: you are in a very dark area, but your fire provides you with enough light to see the near area around you.