Defective Trolls Roguelike Presentation

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High Level Description

- Rogue-Like game using the Godot Game Engine
- Hack and Slash
- Futuristic Cyberpunk looking Character and Enemies
- There will be a inventory for the player to interact with items that are found and gathered.
- The world will be procedurally generated, items that spawn randomly in the world.
- When encountered, enemies will attack a player within a certain range

Original Time Goals

Originally we made a set time goal for everything we wanted to achieve. However, things didn't go as smoothly as we intended. This was a our original time goals sheet
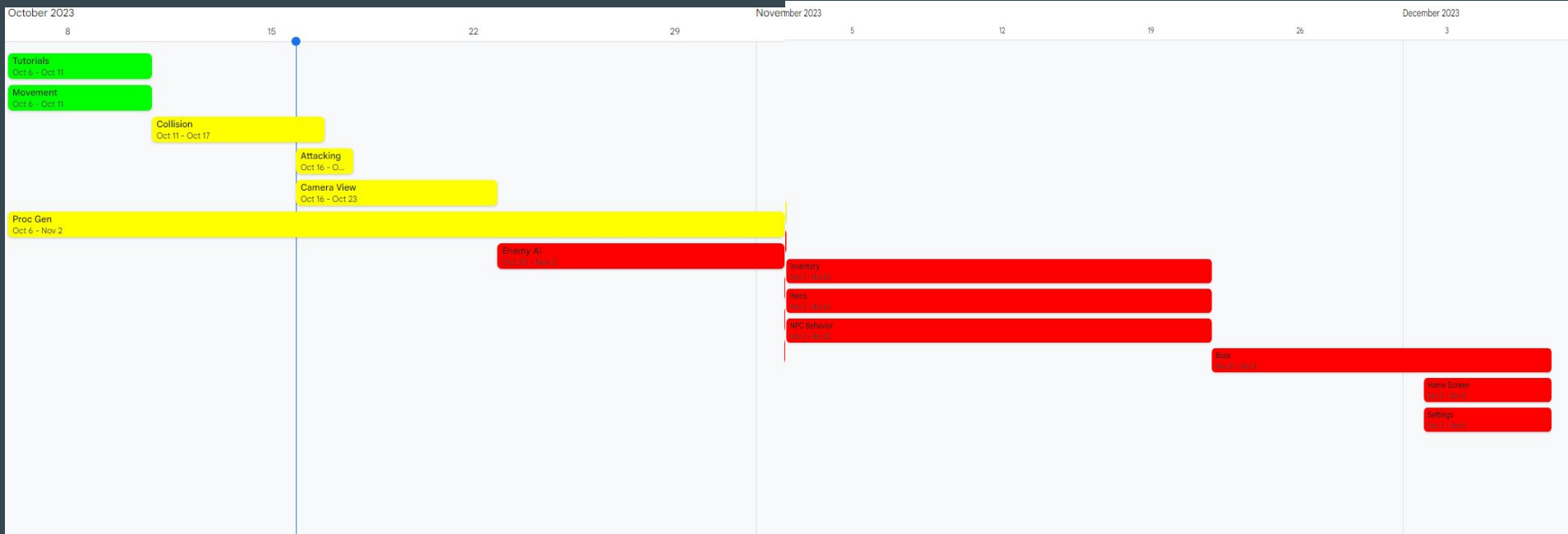
Changes Were Made

After realizing that we were behind schedule and we couldn't find the time to sit down and work together on the project, we all started realistically thinking about what we could manage to finish within the given deadline.

WHAT WE NEED
Starting screen
Starting area
Working entrance to the game Working spawn for player
Working spawn for enemies
Working attacks for player
Working attacks enemies
Health decrease for both player and enemies
Passive health regen for player or items to regain health Items?
Inventory
Game over screen

Challenges We Faced

- Time conflicts
- Other classes interfering
- Extra curriculars
- Procedural Generation of the map
- Spawn issues within the game
- Interaction issues between the player and the enemy
- Interaction issues between the player and items
- Time crunch
- Procrastination

Final Implementation

- Had to cut things such as final boss, story, friendly NPCs, vendors, money system
- Enemies were kept and given full functionality
- We managed to include about half of our original plans for the game
- Made a player with full movement and animation capabilities
- Added an inventory GUI and started basic item implementation
- Gave the game a basic starting and gameover screen

Demo

Defective Trolls Rogue-Like

Play
Controls
Exit

Game Over

Retry

Quit