Crypts & Daggers Pitch (Unity)

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Crypts & Daggers (CnD) is a spiritual remake of the CnD game Gavin and Michael made for iOS in SWIFT. In the original iteration, much of the game was incomplete due to having to write comprehensive collision systems and combat timers to get basic player interaction complete in the timeframe. We aim to improve on that version by rebuilding a more visceral combat system with a more involved player input component, as well as completing the inventory management systems and a fog of war system.

Overall, combat will include aggro range on enemies, timed attacks and possibly secondary attacks from enemies, cooldown based input-triggered combat for the player. The player will be able to equip new gear to change their combat stats.

The levels will be top-down in 2D and will include full collisions. On these levels, the player will have to navigate using the WASD or arrow keys (or controller) to explore the dark dungeons. The player will find things throughout the levels that they can interact with such as levers, doors, locks, chests, and pedestals. The player will need to use these skills to find the 4 gems on each floor, and take the gems to the 4 pedestals in the final room to advance to the next floor. Along the way, the player may also discover items hidden in the environment, secret buttons, and fake walls leading to secret rooms. Some of these will be integral to the level completion, and others will offer a unique item with extra stats. The whole level design will feature a ‘fog of war’ system that masks the world in shadow until the player has entered a room or corridor.

As for UI, the player will be able to see their inventory on the bottom of the screen, as well as the button to open the inventory and equip different items and display their stats. There will also be a button to open the map which will be coupled with the fog of war system to show where the player has already explored the map. The player will have a health bar and a cooldown icon showing the time until they can swing again during combat. At the top left, we will have a settings button that can be clicked to pause the game, opening sound and graphics options as well as a resume button and a quit button. The game will be presented with a load screen and the main menu. Dying will reset the player to the beginning of the level, meaning there will be a checkpoint system but not a saving system.