Sekai Saviour - Q and A

COMP150 - Game Development using Pygame

Team No Prior Cut

January 11, 2019

1 Introduction

Welcome to our game presentation, we are team No Prior Cut and we are here to present our game project: Sekai Saviour. The duration of the development process was approximately 3 months, during which our team was introduced to Python and one of its modules, Pygame. The game is meant to be a dungeon-crawler style game, in which the player navigates from one "room" to another, while defeating enemies and gaining experience and items - the basic setup for any similar game. However, the game is also centered around the notion of an "endless runner", meaning the player will continuously advance through each room and only stop when they "win", or lose, the game.

2 Q and A

2.1 Concepting

The idea for the game was to set it in an environment mimicking feudal Japan, except in a decayed and worn-out fashion. Once we got the basic coding done for loading some textures in and getting some movement done, we started focusing on multiple aspects:

Jakob was our main UI designer, working on the Main Menu, its sounds and looks; Adrian worked on an enemy generation system and some audio file loaders; Cyrus worked on an input system, as well as refining the control scheme and the existing movement system; Paul worked on some of the art assets and on other features such as the inventory system.

2.2 Technicalities

We have done our best to implement algorithms and structures that would render the game as efficient as possible, such as breaking down our "main game loop"[1] into a renderer function which renders all the required images and textures on the screen, an event handler that manages all actions performed by the player and the enemies and finally, an updater that calls all the instances' update functions (such as movement calculations and attack handlers)

2.3 Demo

For more information, you can check out our GitHub repo available here: GitHub Repo

3 Conclusion

Thank you for your time and we sincerely hope that you had a fun time experimenting with our game!

[1] In Pygame, a loop that continuously checks if the game is running