



C#

2D Roguelike Game

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<https://github.com/trekbaum/roguelike>

Introduction

Concept and Use Cases

Architecture and Design Patterns

Demonstration

Conclusion

2D Roguelike Game

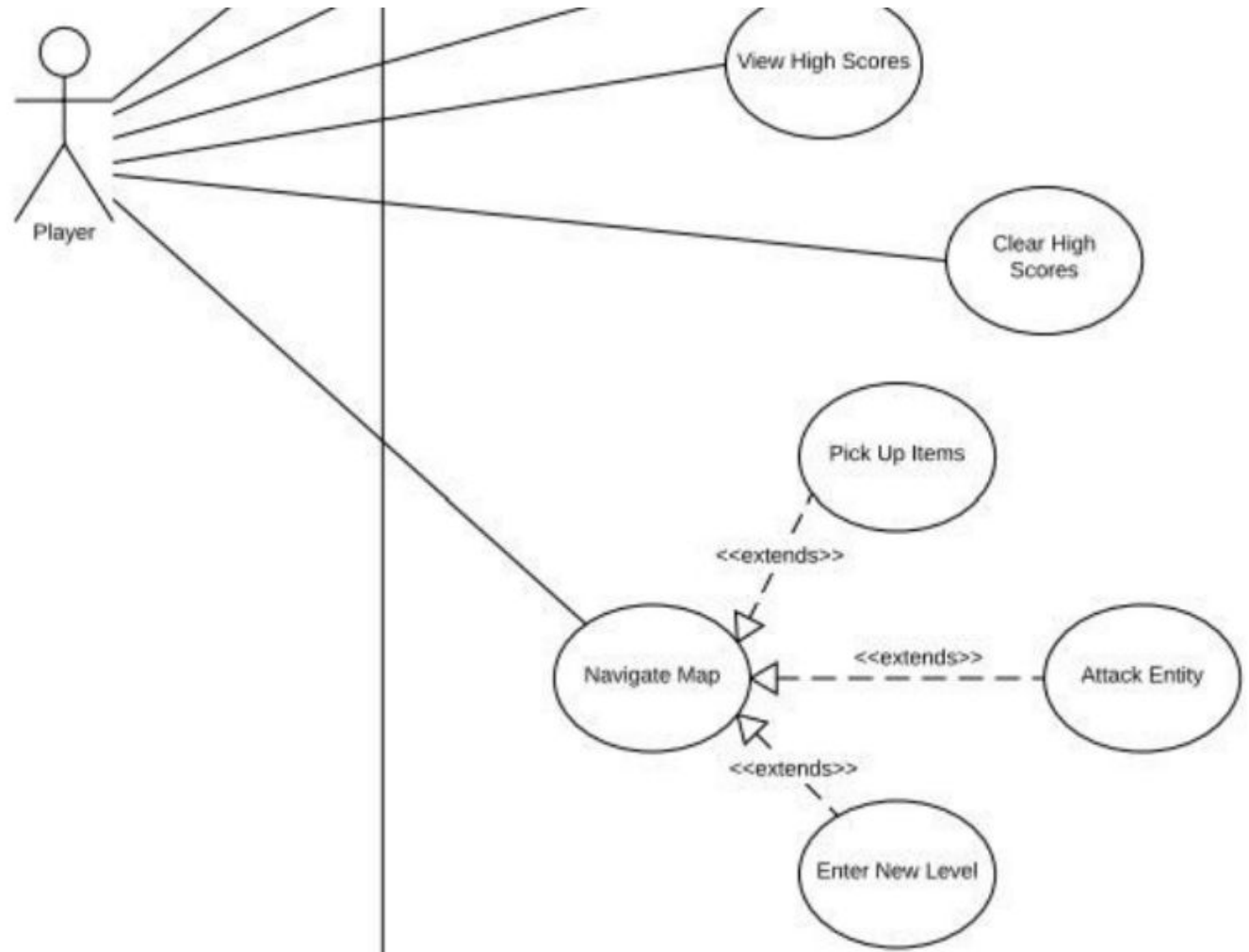
C# and Unity Design Engine

Based on Unity 2d Roguelike tutorial

Refactored, Redesigned, and many features added



Uses Cases

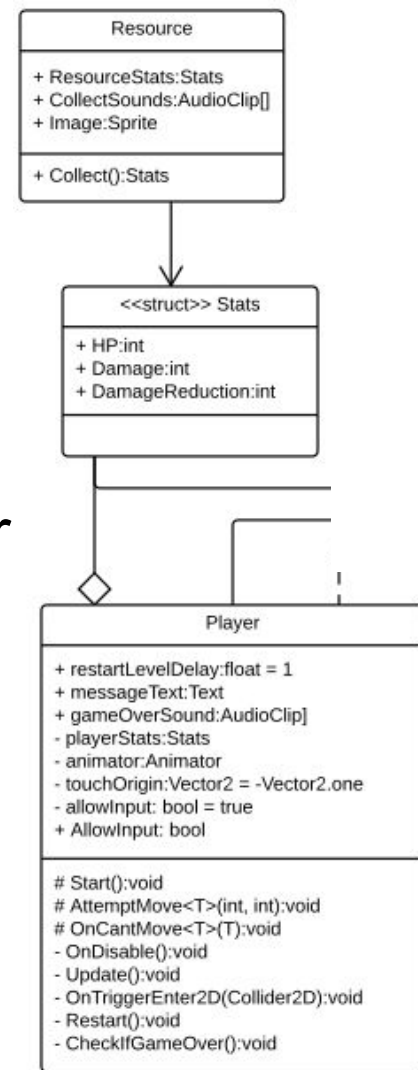


Refactor Improvements

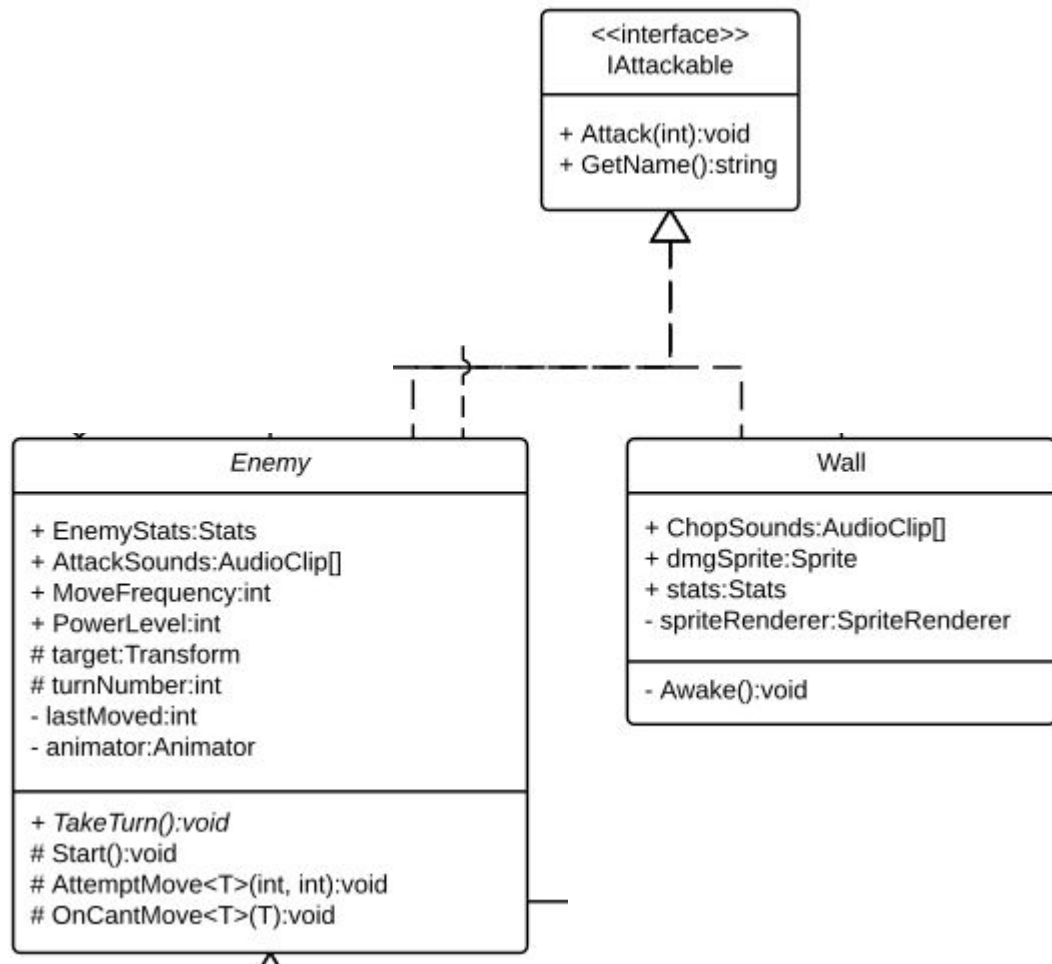
Original
game had
bad OO
design



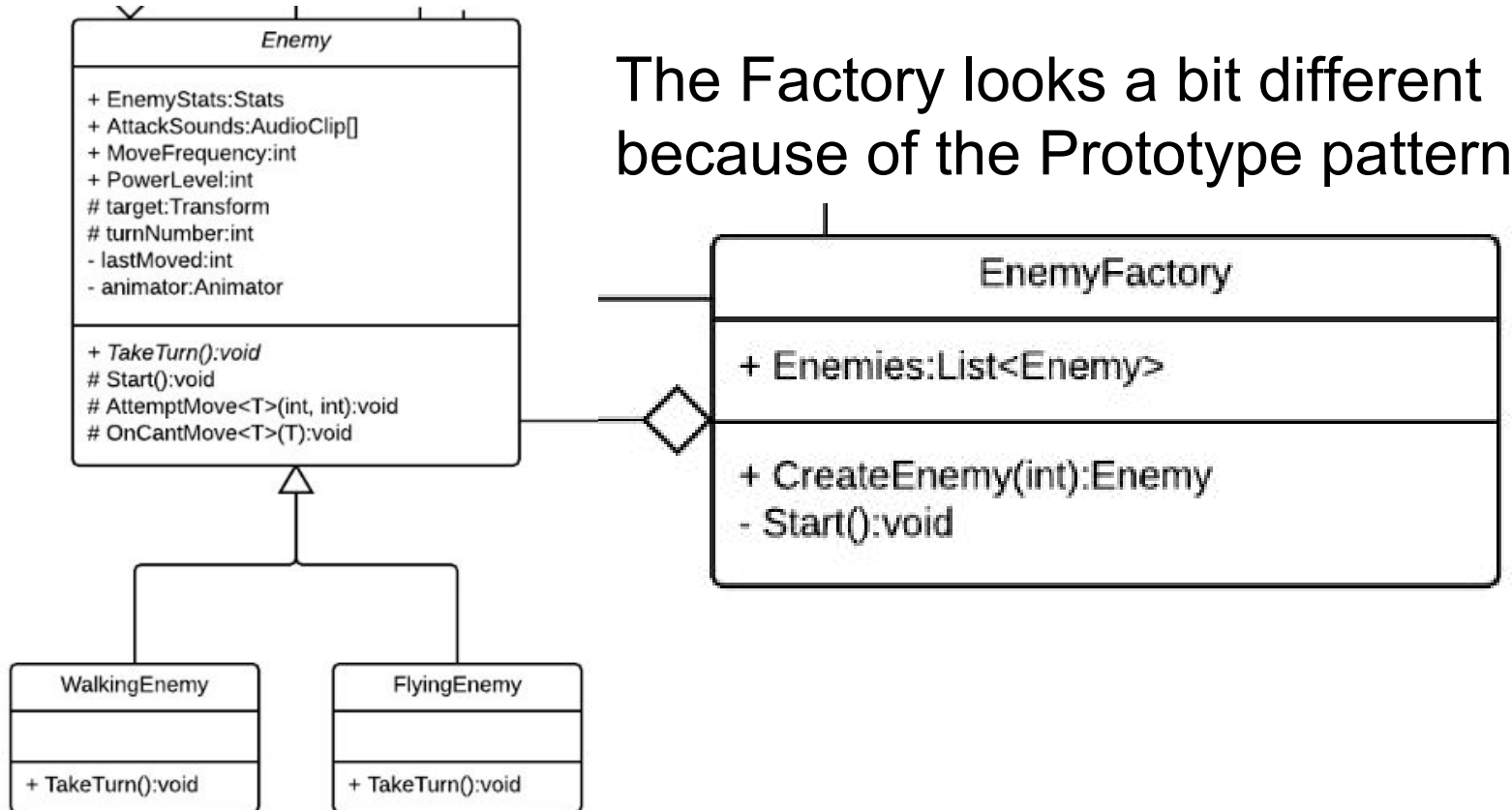
Our
refactor
fixed it



Attack Enemies



Enemy Factory



Things to notice in the demo:

Menu with save data

Harder enemies at higher levels

Enemies can be attacked

Different enemy movement pattern

Armor and weapons are spawned

Reskin from component pattern

Conclusion

Future Work

Observer Design Pattern

Good design requires overhead

...but it pays dividends later.

