

Escape into the Heart of Metroidvanias

Jared Mason

DART 401

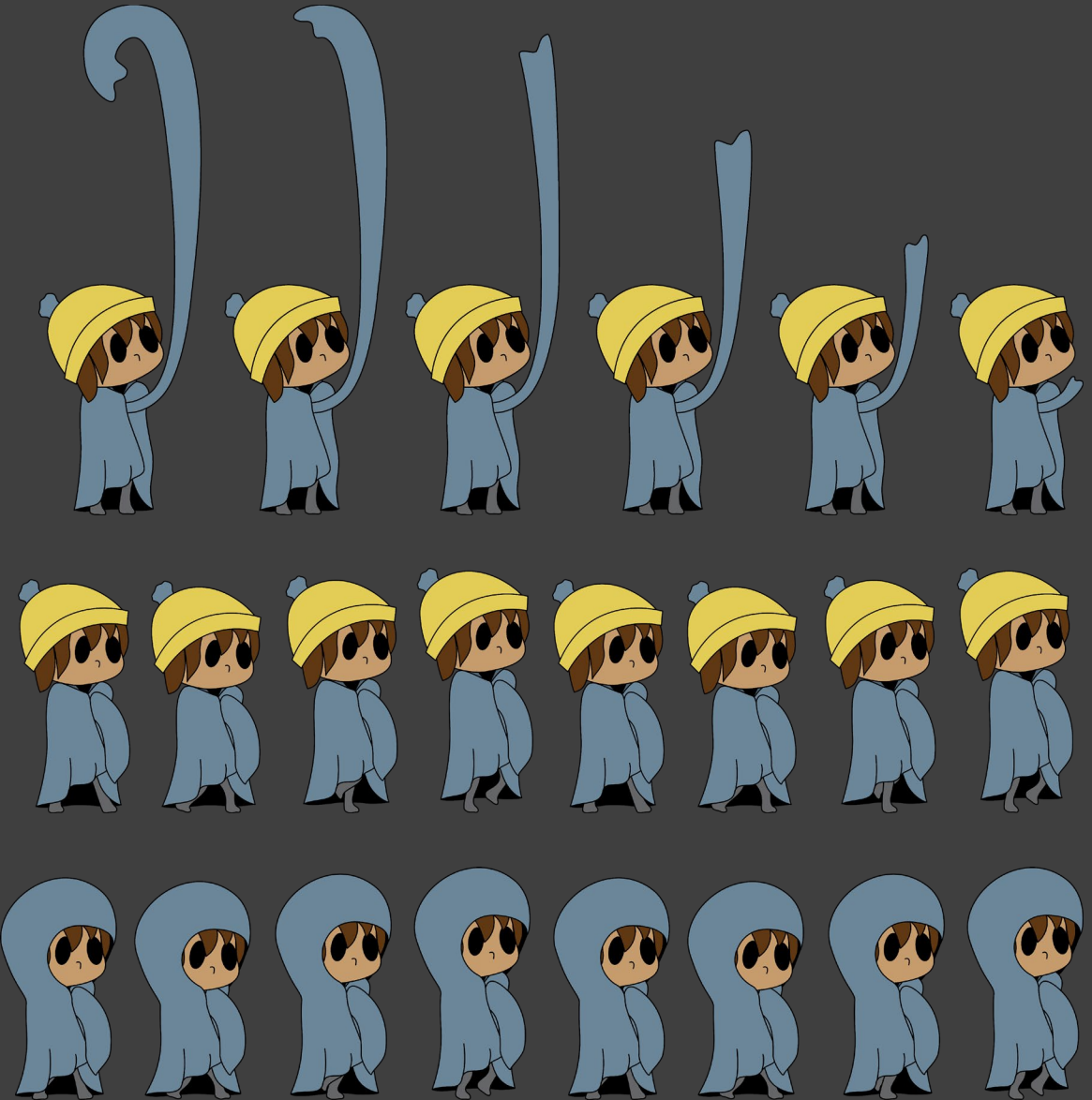
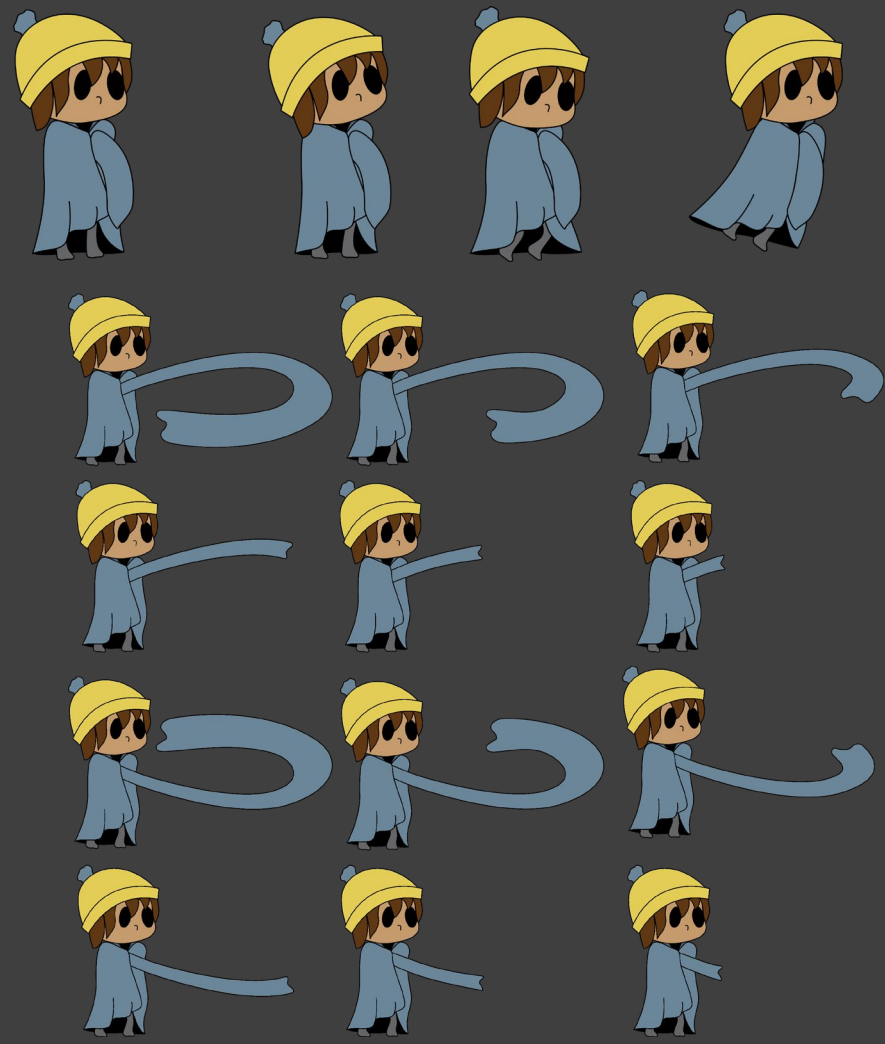
Eduardo Navas



Abstract / About

- A fun, 2D action adventure, Metroidvania style game
 - Focus on exploration, platforming, and combat
- World designed around main character's desire to escape reality
 - Stressors are represented allegorically by enemies and environments

Main Character

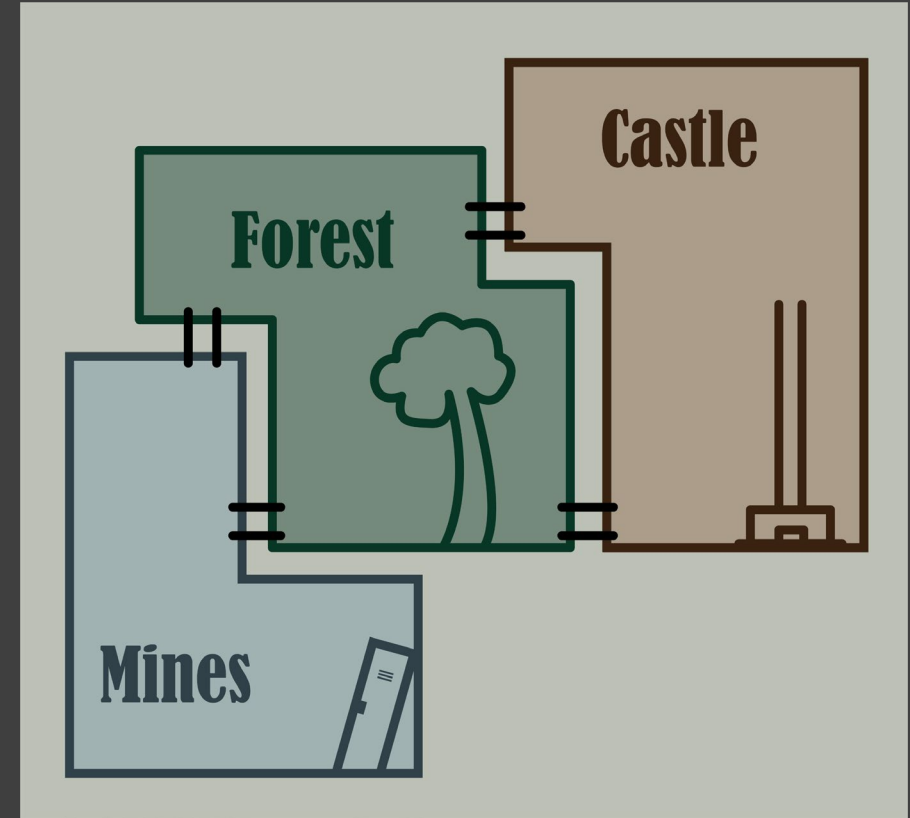


Video of Abilities

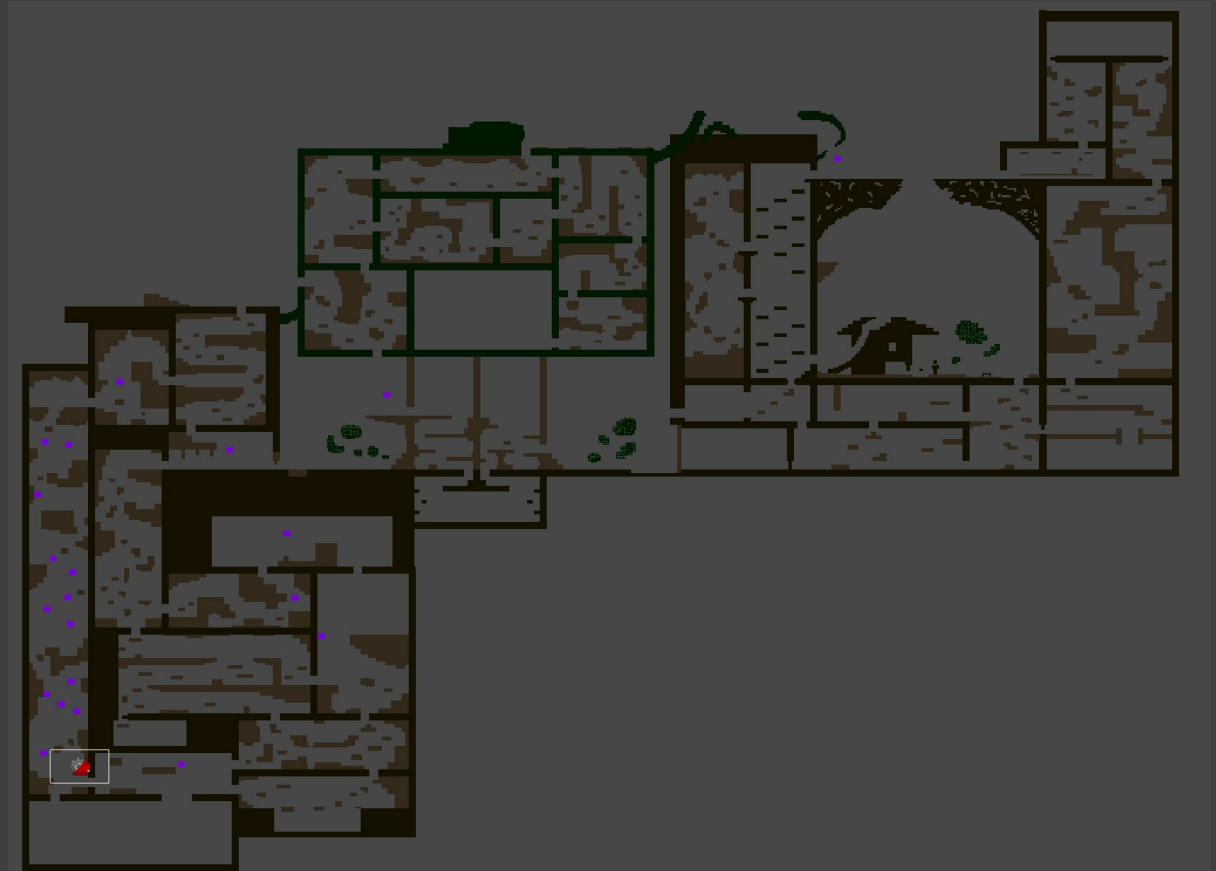


The World

- Three Areas
 - Represents a real location, seen through a lens of imagination
- Forest / Backyard
- Castle / House
- Mines / School



Platform and Room Layout

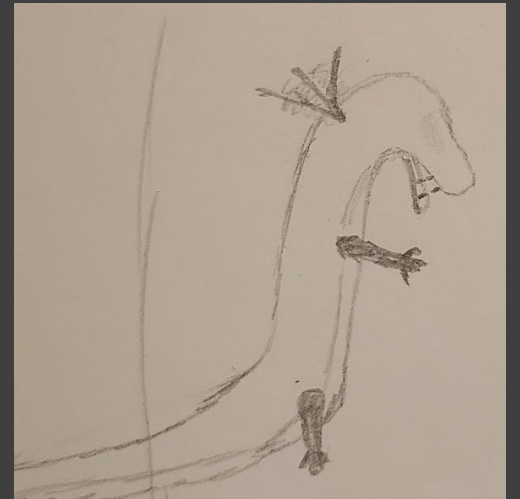
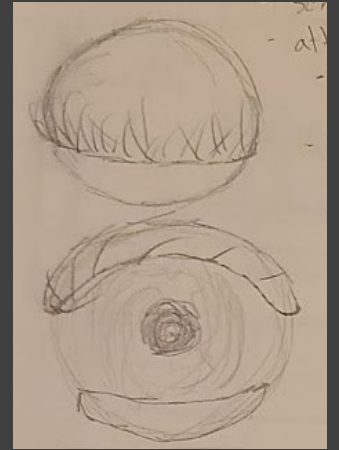


First Area Current Look and Textures

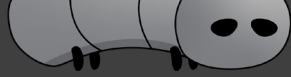

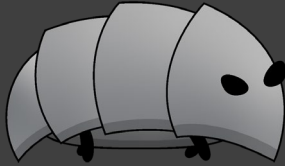
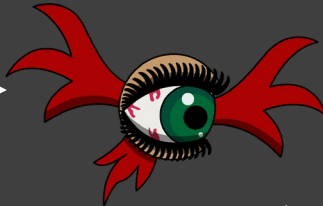







List of Boss Enemies

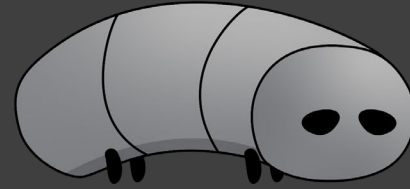
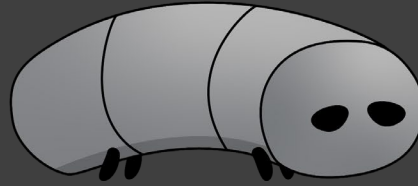
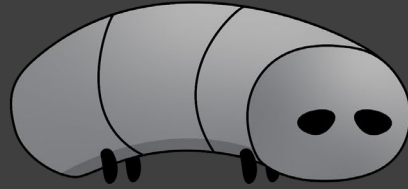
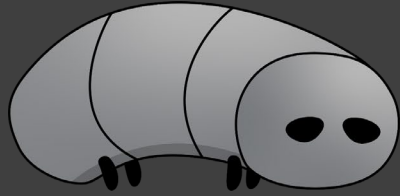
- Castle: Mother's Gaze
 - Big eyeball
 - Attack while its not looking, hide while it is
 - Fight culminates in breakdown where stealth ability is learned
- Caves: Aquatic Teacher
 - Memory Test / Public speaking
 - Hit things in correct order
 - Culminates in player running away with learned grapple ability
- Forest: Vine Monster
 - Vine version of the previous two bosses
 - Aiming to drag the player back to reality together



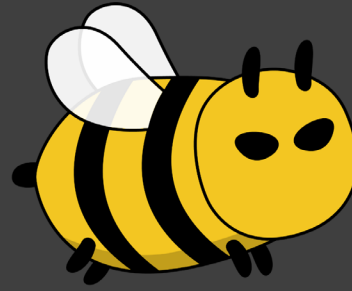
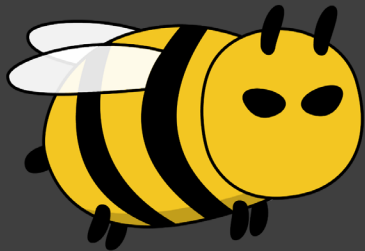
List of Basic Enemies

- **Noodle Bug:** Starter enemy. Walks back and forth → 
- **Bumble Bug:** Flies and charges → 
- **Charge Bug:** Rolls towards player → 
- **Little Eye:** Flies around. Projectile based attack → 
- **Fireball:** Sit in background, torches, etc. Run at player → 
- **Ghost with a Bat:** Protects collectables → 
- **Ceiling Slug:** Falls down and attacks. Can stealth past → 
- **Fish:** Water based. Jumps out → 
- **Trash Turret:** Shoots projectiles. Hides → 

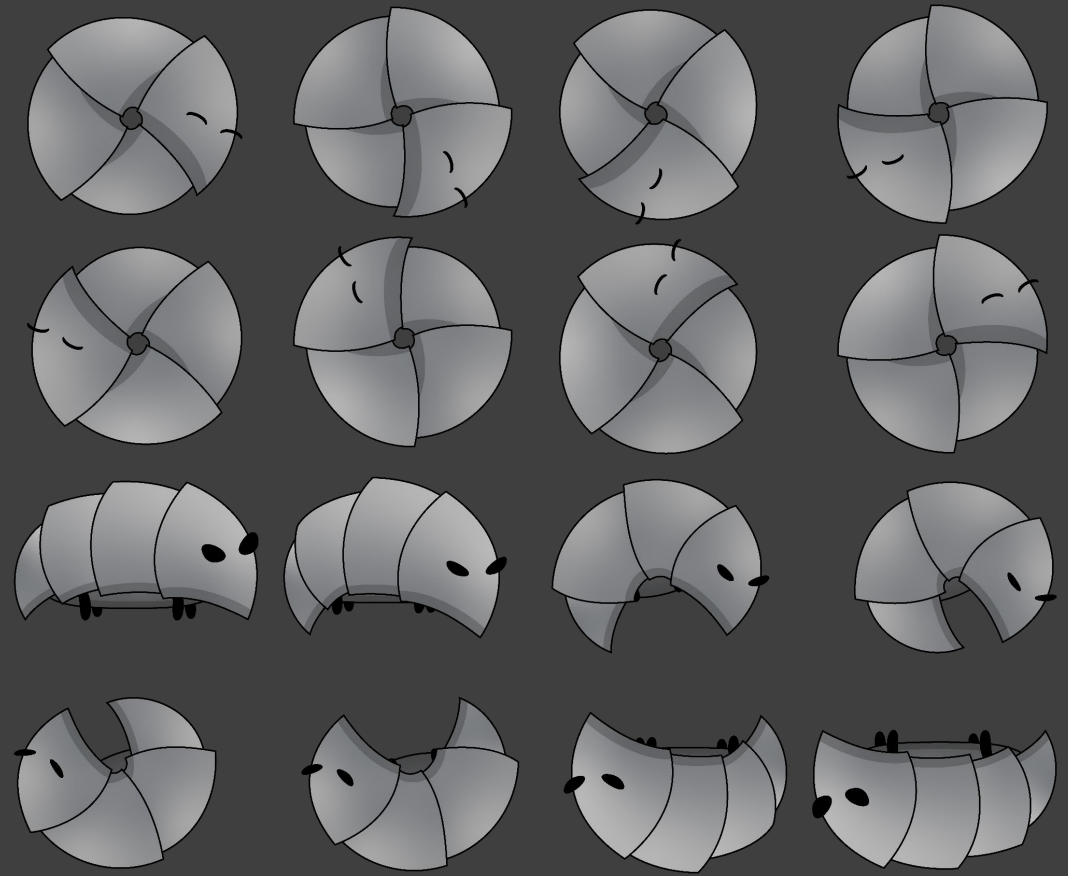
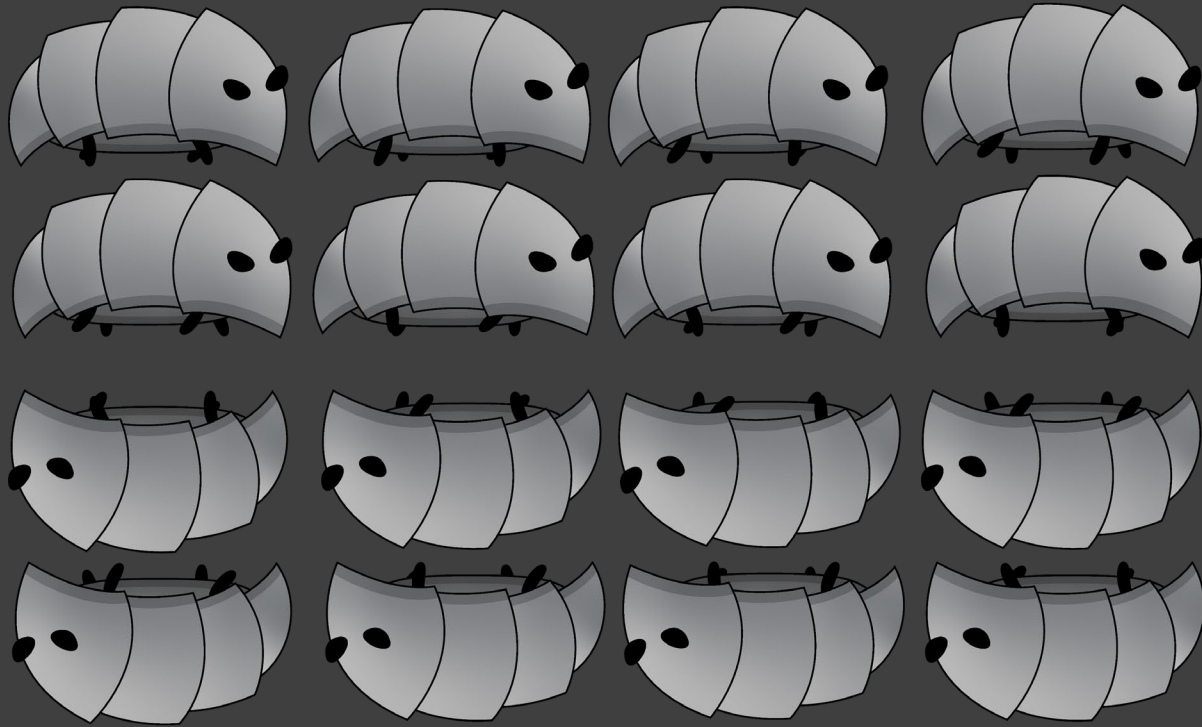
NoodleBug



BumbleBug



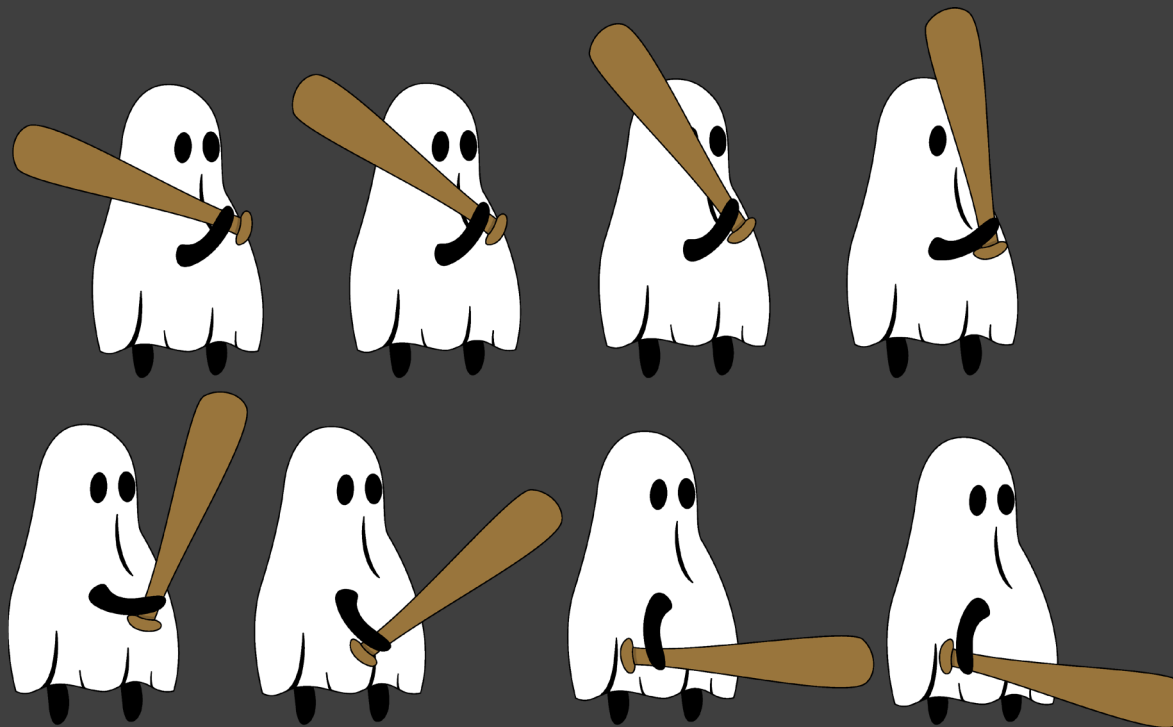
ChargeBug



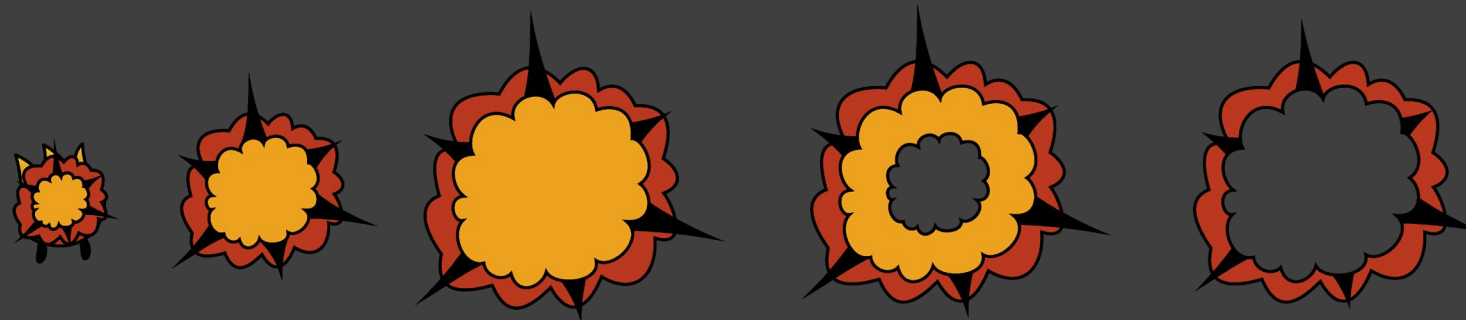
LittleEye



Ghost with Bat



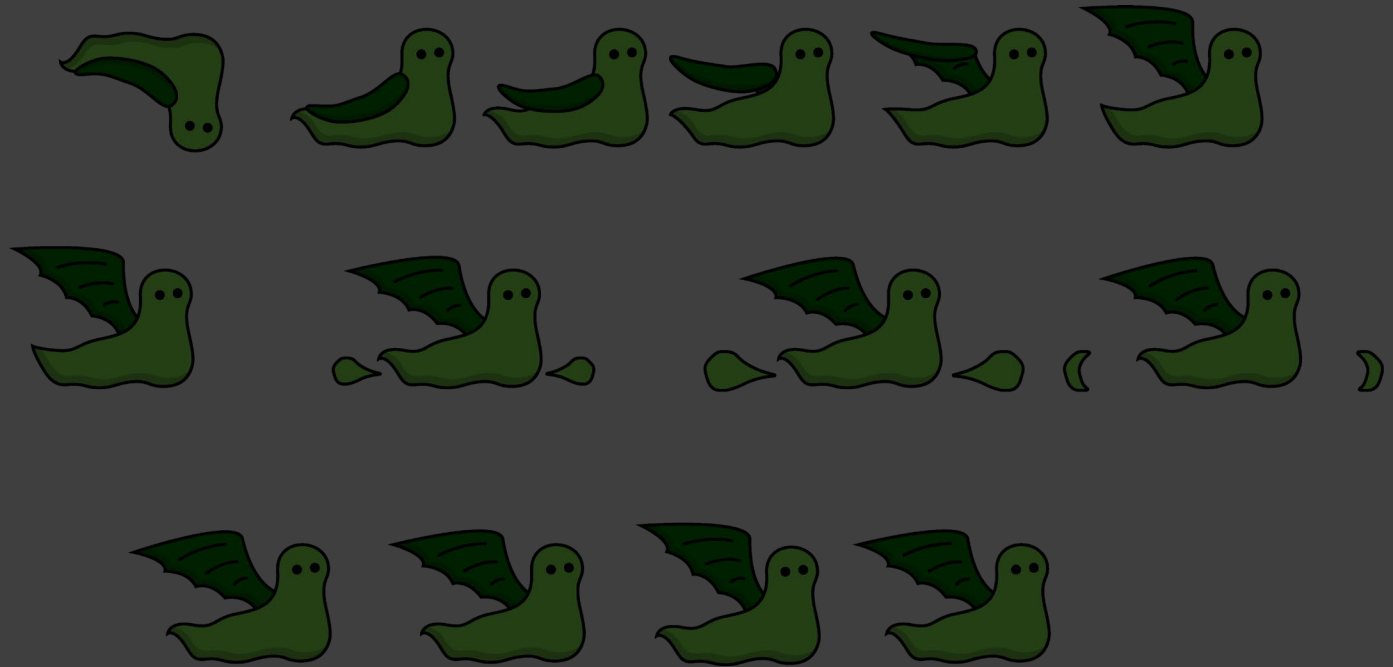
FireBall



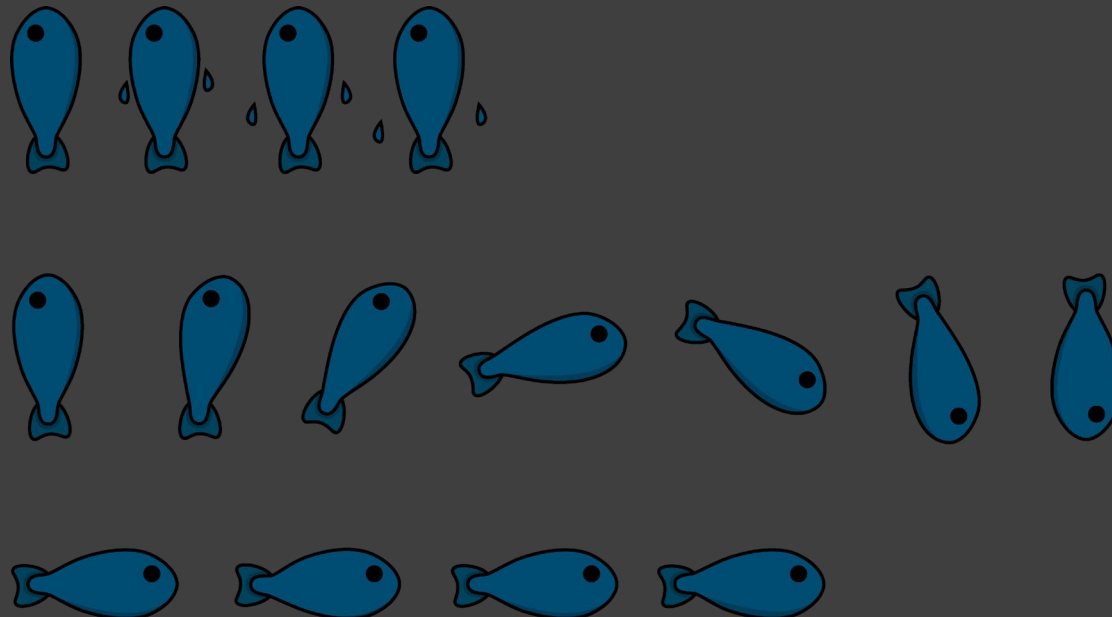
Trash Turret



Ceiling Slug



Fish



Enemy In Unity Video



Timeline

Jan

Feb

Mar

Apr

May

Level
Layout

Enemy
Design

Enemy Scripting

UI & System Scripting

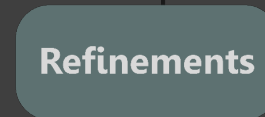
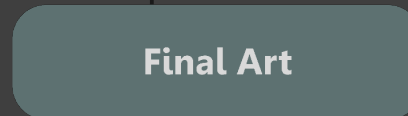
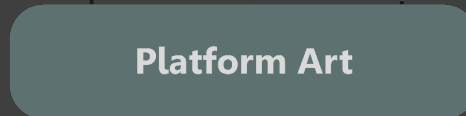
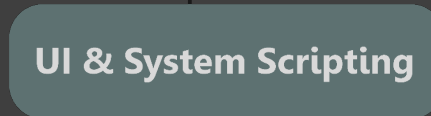
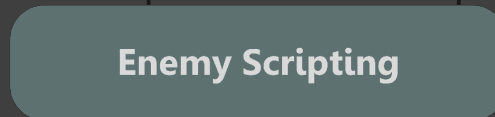
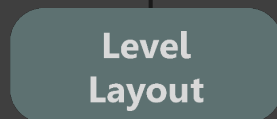
Platform Art

Final Art

Sounds

Playtesting

Refinements



Design Document

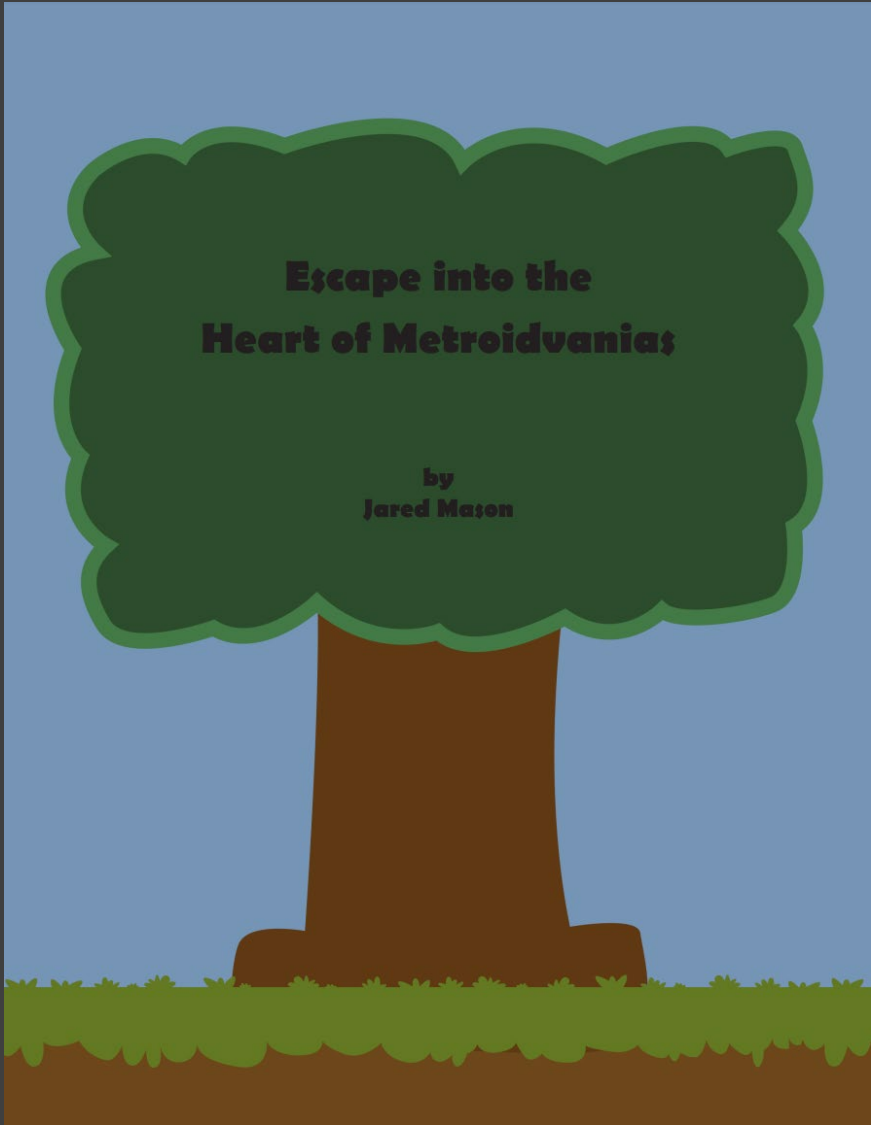


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