

Verats Umy

The final project for COMP 1501, Introduction to Video Game Design and Development, Verats Umy is a 2-dimensional role-playing game, in which you travel through a harrowing multi-level dungeon seeking the right to leave your village. Verats Umy was developed in Processing over a period of two months by myself and one partner, with assets found on opengameart.org, and edited by myself. The gameplay featured tile based movement, melee and ranged combat, randomized chests, multiple enemies, as well as basic stealth, and UI. I personally implemented movement, combat, chests, stealth, and UI, as well as the rendering and creation of levels.

