

# KANDRIA

A GAME BY SHINMERA



# ABOUT KANDRIA

In the not too distant future, an accidental discovery leads humanity to reach the singularity: the creation of fully sentient androids that can act and think on their own. However, not long after the first few androids are deployed across the world, calamity strikes. In an instant, the surface world is obliterated. Cities, entire countries wiped from the face of the earth.

Some decades later, small settlements of survivors have started to emerge. Some of them try to reclaim and rebuild the ruins of former cities, fighting off the blazing sunlight and harsh sandstorms. Others take their chances underground, living in the vast catacombs and tunnels left over from the old world. Rabid animals, hostile robots, and looters make traversing unknown territory risky, and few manage survive in these harsh conditions.

You wake up in a pile of rubble, somewhere deep underground. A bright flashlight blinding your eyes amidst the darkness. As your eyes adjust you can make out two figures standing over you. One of them shouts "Cath, I think I got it working!"

Kandria is a 2D hack and slash platformer, set in a dreary post apocalyptic environment. You take on the role of a lone android and join a small group of survivors. In order to help them out you are sent on a variety of missions to explore, gather, and fight. Along this journey you are confronted with various ethical questions about transhumanism and the treatment of androids.

Kandria features a solid platforming experience to make exploration challenging and fun, and intermixes this with fast hack and slash action segments to break up the flow. A complex dialogue system allows for deep story delivery, characterisation, and player expression. The world and characters are illustrated with hand drawn and animated pixel art.

# CURRENT STATUS

Proper development on the game started in Summer of 2019. The game is built upon a custom in-house engine called [Trial](#). This gives large productivity boosts in some areas, since complete knowledge of the engine allows very fast, targeted development. However, in other areas development has been very slow, since solutions need to be built from the ground up. Being a one-man team at the moment also means that every part of the game takes away time from others.

## Engine Features

At the time of writing, the game has the following features fully implemented:

- **2D Platformer Mechanics** The player has full 2D movement on sloped terrain, including wall jumps, climbing, crawling, dashing, and moving platforms.
- **Dynamic Lighting System** A dynamic lighting system with shadows and a day/night cycle has been implemented to paint the proper mood in various environments.
- **Efficient Tilemap Rendering** The game implements a technique to render tilemaps of arbitrary size at constant overhead, allowing for very big maps.
- **In-Game Editor** The in-game editor allows creating and editing maps directly while the game is running, making for a very quick feedback loop.
- **Platform Traversal AI** The engine is able to automatically move characters across arbitrary 2D terrain just as the player would, making it possible to conveniently script characters to move around.
- **Dialogue System** A custom markup language was implemented to allow writing dynamic dialogue trees quickly and efficiently. The system is even capable of scripting cutscenes.

This sets a solid precedent for building most of the game. There are a few important features that are still missing, which are discussed in the next section.

## Content

# FUTURE

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# BUDGET

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