

Abstract

GrimDoom is the name of my 2D action role-playing game created using MonoGame, an open-source continuation of Microsoft's old XNA framework.

GrimDoom is a game in which players must fight off hordes of enemies, making use of various weapons to achieve their goal. Every enemy killed provides the player with some money, which they can use to buy upgrades for their weapons.

I chose MonoGame as my engine of choice as it is much lower level than something like Unity3D. Pathfinding, Collisions, Player layering, Enemy AI, and Graphical user interface components were all custom made, and designed to allow anyone to easily add to the game.

The game itself is rather simple, it's the backend systems that have really been the focus of my development, the game is very easy to expand upon and add too.