Kedelaron

Program overview/ introduction

Our goal when creating Kedelaron was to make a top down dungeon crawler as a multi platform game, for mobile (android), and Desktop. We developed the game in Android Studio, using other tools such as: libGDX, photoshop, Tiled, and Krita. When the Game is run it first opens a menu screen with a single button to start a new game, at the same time it starts playing game music on a lop. When the button labeled “new game” is pressed it opens the Character select menu. In the Character select Menu the user can select on of 4 different characters. The Characters are only cosmetically different and will currently not affect game play. The user also has the option to go back and if they are satisfied with their selected character start the game.

After the game starts the user will see their selected character in the middle of the screen, with a health bar in the bottom left hand corner in red. If the user is playing on a mobile device they will be able to tap anywhere on the left half of the screen to make a joystick appear. While holding one the left half of the screen they can move the inner nub of the joystick to move the player around the screen. Taping on the right hand half of the screen will issue an attack command. It's the same on desktop with the minor differences of no on screen joystick, and the use keyboard inputs to control the player.

The Goal of the game is to navigate the level and find and kill the Boss (the boss looks like all the other enemies but is alone in a room, and has a health bar). In order to find the boss the player may have to fight their way through hordes of enemies to obtain a key. with this key they can unlock doors and get access to other parts of the level. Behind some locked doors there may be a teleporter to another part of the map, Or it could be a tap leading you to your death. As teleports are a one way push. If the player is successful they are given a “win” message and asked if they want to play again. Similar if the player is unsuccessful they are given a “lose” message, and asked if they wish to play again.