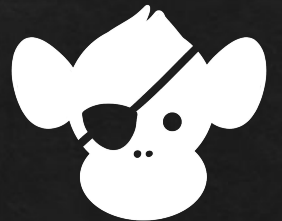
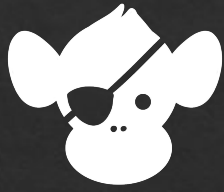


CRUSADEON

Presented by



ROGUE APE STUDIOS



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Agenda

Introduction to team

Summary of Crusadeon & Story

Design challenge

Inspirations for combat & item/skill progression

Level design



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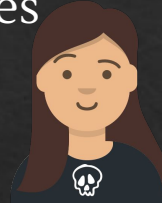
The Team

Creative
Director



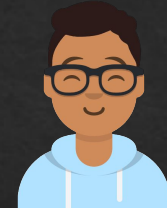
Davey van den
Eijnde

Master of the
Frames



Nathan Thus

Scrum Master



Sander Noordzij

Programmer



Tim Meijvogel

Programmer



Paul Jutte

Artist



Willem de Vries



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Crusadeon

- ◆ Roguelite game with combat based on Hades and item & skill progression from Risk of Rain series.
- ◆ You play as The Crusader, a revived warrior with a thirst for revenge
- ◆ Takes place at the end of the Viking era
- ◆ Art style is high resolution Lo-poly





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Story

- ◆ Village gets raided by Vikings.
Everyone, including you, get killed
- ◆ Revived by God with a mission to slay the Vikings, along with their heathen Gods
- ◆ Now has access to powerful abilities
- ◆ Eventually you will face against Vikings blessed with similar abilities



The last thing a Viking sees before their imminent demise



Design Challenge

Tag	Attributes
Form of solution	Roguelite game with fast-paced combat inspired by Hades combined with the item progression system from Risk of Rain series
Users	Players aged 16 and onwards
Context	With an affinity towards roguelite games
Perform Activities	To empower themselves with a plethora of items to slay Vikings
Target Performance	To enjoy a high adrenaline experience



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Inspiration: Combat

In Hades you always have access to 4 skills

1. Basic attack
2. Special attack
3. Cast (Ranged attack)
4. Dash



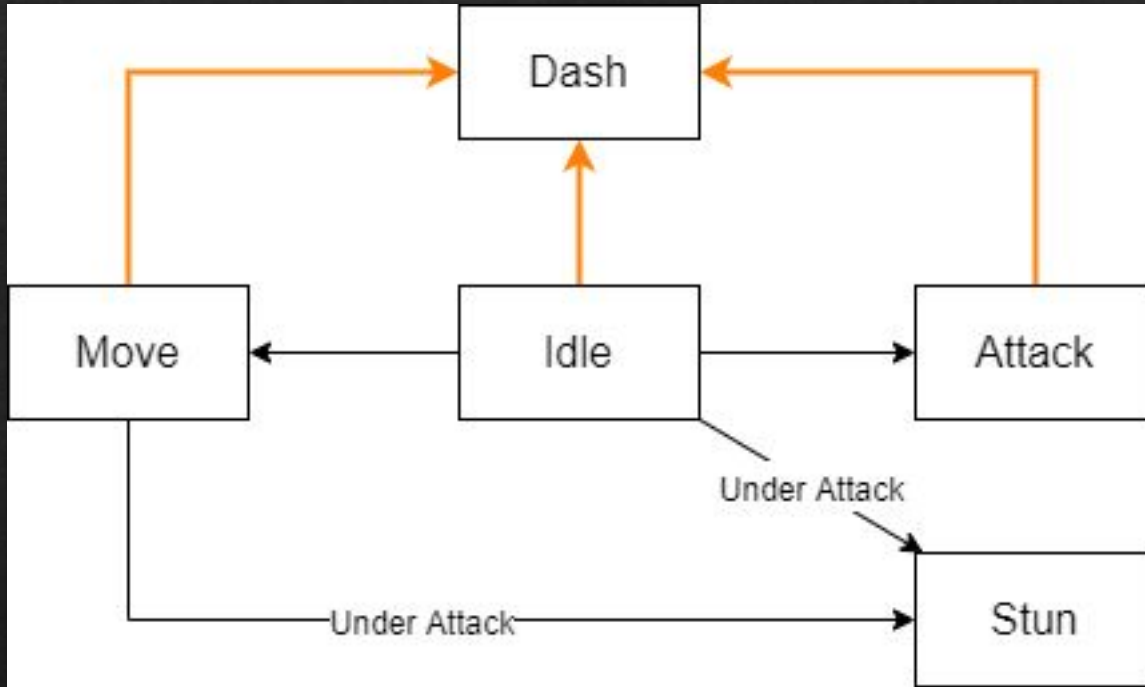
1. Basic attack (3 hit combo)
2. Spear of Destiny (Ranged attack)
3. Sacred Wave (Knockback ability)
4. Judgment (AoE attack)
5. Dash





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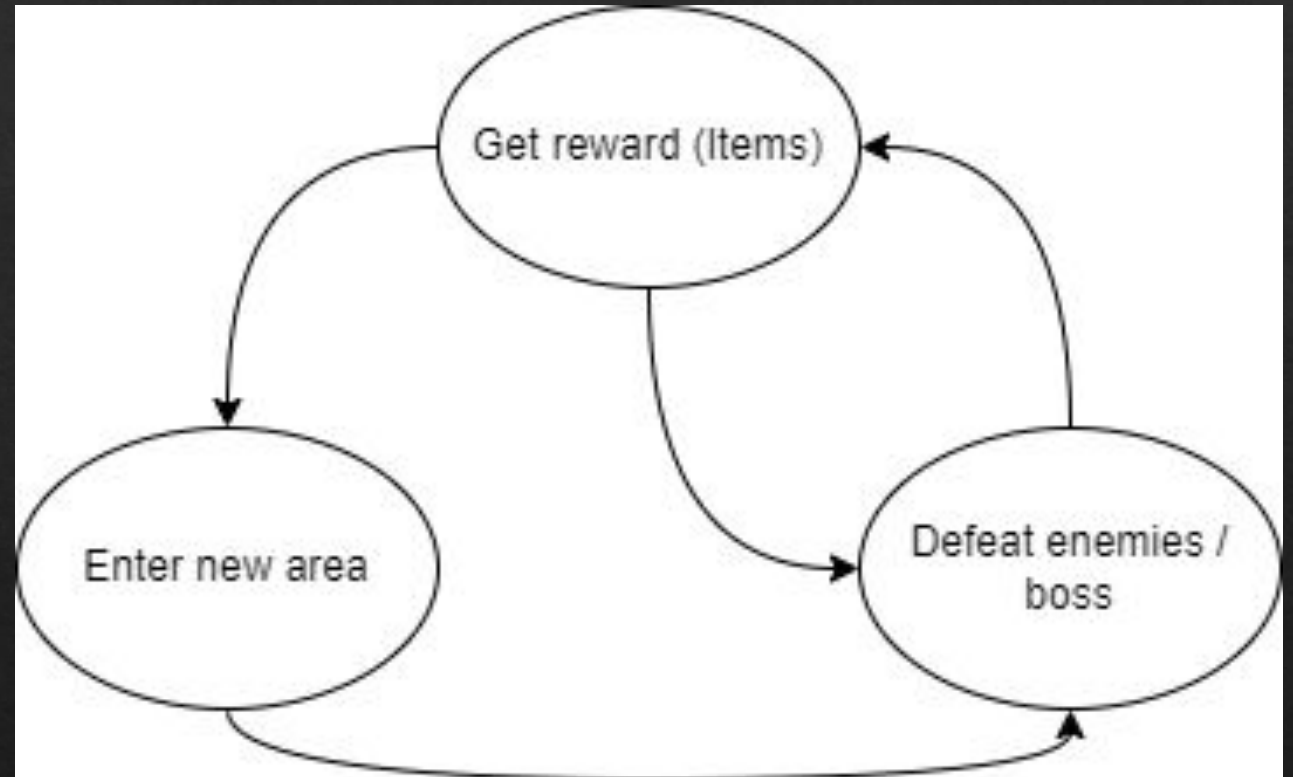
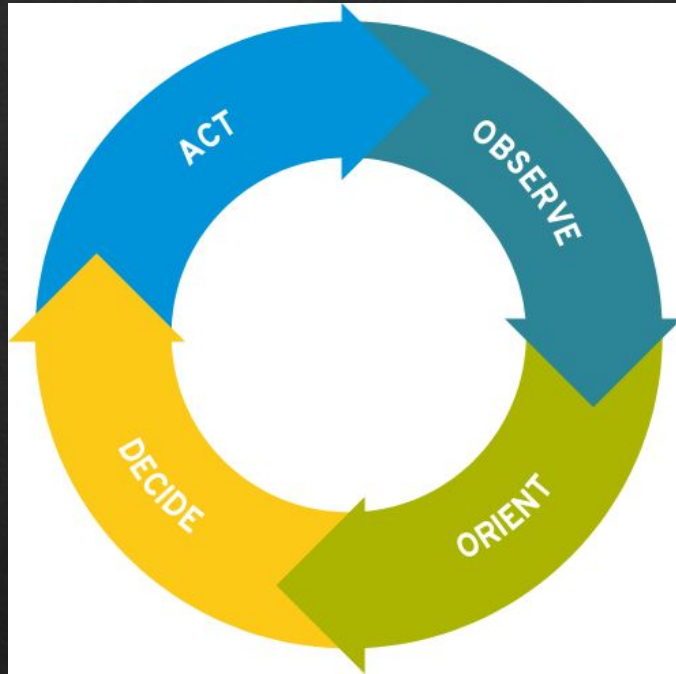
How can we make the combat “feel” like Hades?





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Core gameplay loop





Inspiration: Item/Skill progression

- ◆ RoR2 has 2 types of items; passive and active
- ◆ 7 different rarities
- ◆ Can be obtained by trading currency and/or defeating boss enemies



- ◆ Items can be split between 2 types; passive and active items
- ◆ Items will have 3 different rarities; common, rare, legendary
- ◆ Items are dropped from enemies and can also be obtained at the end of a stage



Level design



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