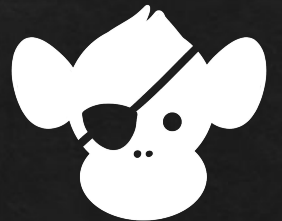


CRUSADEON

Presented by



ROGUE APE STUDIOS

Agenda

Introduction to team

Summary of Crusadeon

Design challenge

Story

Level design

Inspirations for combat & item/skill progression

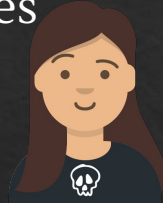
The Team

Creative
Director



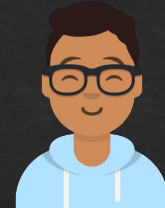
Davey van den
Eijnde

Master of the
Frames



Nathan Thus

Scrum Master



Sander Noordzij

Programmer



Tim Meijvogel

Programmer



Paul Jutte

Artist



Willem de Vries

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
- ◆ Art style is high resolution Lo-poly



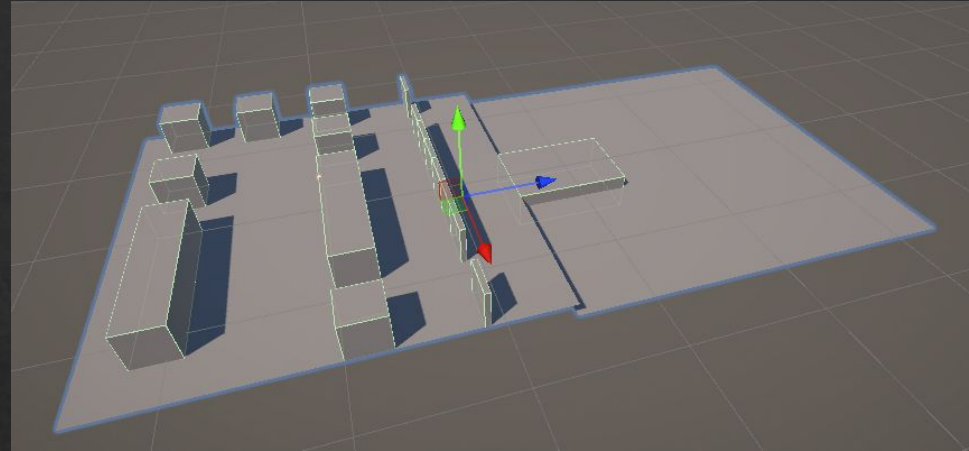
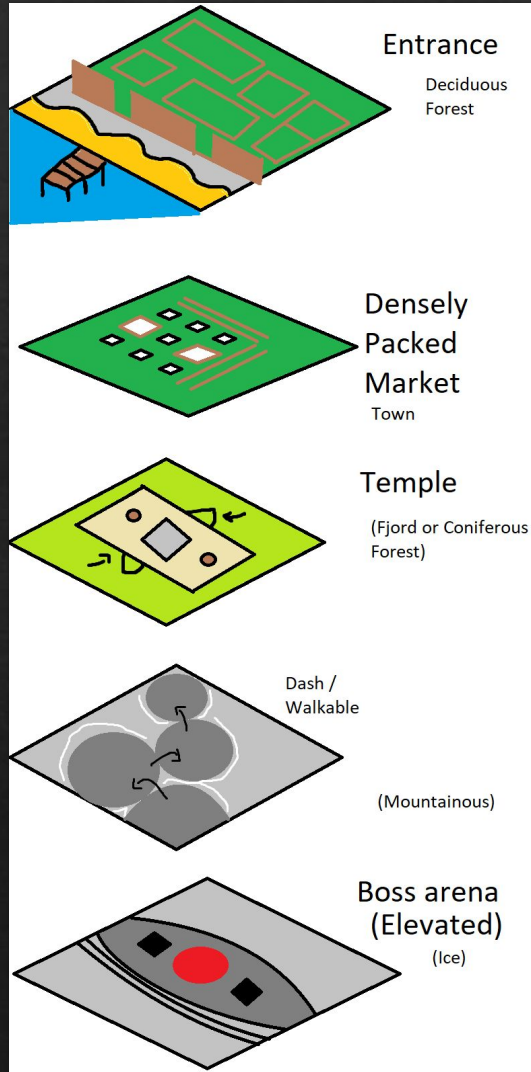


- ◆ Revived by God with a mission to slay the Vikings (along with their heathen Gods)
- ◆ Has access to 3 abilities
 - Spear of Destiny (ranged attack)
 - Sacred Wave (knockback ability)
 - Judgment (AoE attack)

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 and slay Vikings
Target Performance	To enjoy a high adrenaline experience

Level design



Inspiration: Combat

In Hades you always have access to 4 skills

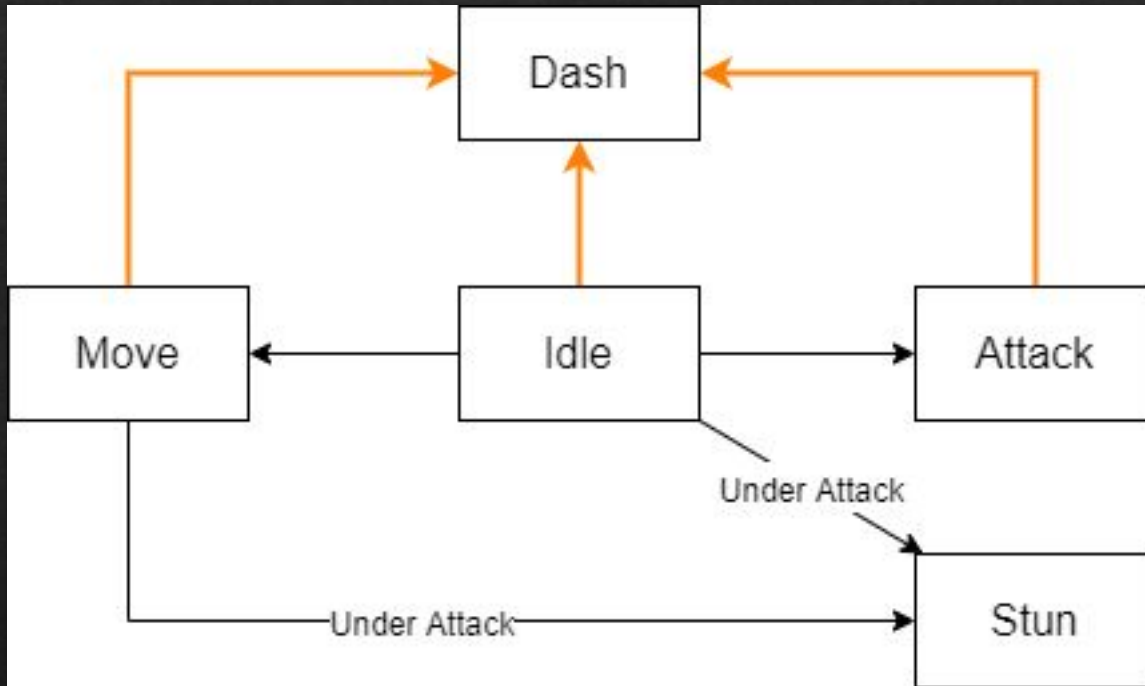
1. Basic attack
2. Special attack
3. Cast (ranged attack)
4. Dash



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



How can we make it “feel” like Hades?



Inspiration: Item/Skill progression

- ◆ Risk of Rain has approx. 186 different items along with 7 different rarities
- ◆ Items can be split between 2 types; passive and active items



- ◆ Crusadeon
- ◆ Items can be split between 2 types; passive and active items

