



Seals of Fate: Hats of Destiny; Icebergs of Doom

A TONGUE IN CHEEK OPEN-SOURCE 2D ROGUE-LIKE GAME

What is a Rogue-Like?

- ▶ A traditional RPG designed for high replayability
- ▶ Procedural Generation
- ▶ Permanent Death (with some persistence)

Ideas for the game

- ▶ Whimsical theme
- ▶ Adult focused humor
- ▶ Hat based Class System
- ▶ A punishing amount of wordplay

Unity vs SDL

- ▶ Essentially, this came down to how much infrastructure we wanted to build
- ▶ Unity lets us work in a higher level language (C#) and provides many useful utilities (Vectors, collision handling, etc.)
- ▶ Unity allowed us to have a near playable prototype in 8 weeks.

Challenges

- ▶ Working on a large team was particularly challenging.
- ▶ Especially at the beginning when changes required touching nearly all of the files.
- ▶ Git nightmares

What I worked on specifically

- ▶ Basic AI
- ▶ Collision handling
- ▶ State Machine
- ▶ A* pathfinding
- ▶ Combat design
- ▶ Lots of yak shaving

Demo

