

Game Development: Procedural-Generated Rogue-Like Action Role-Playing Game

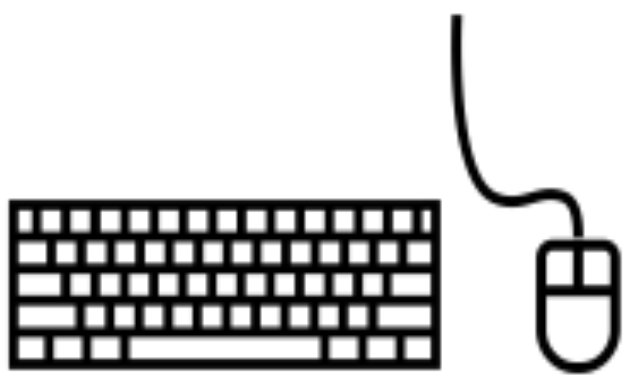
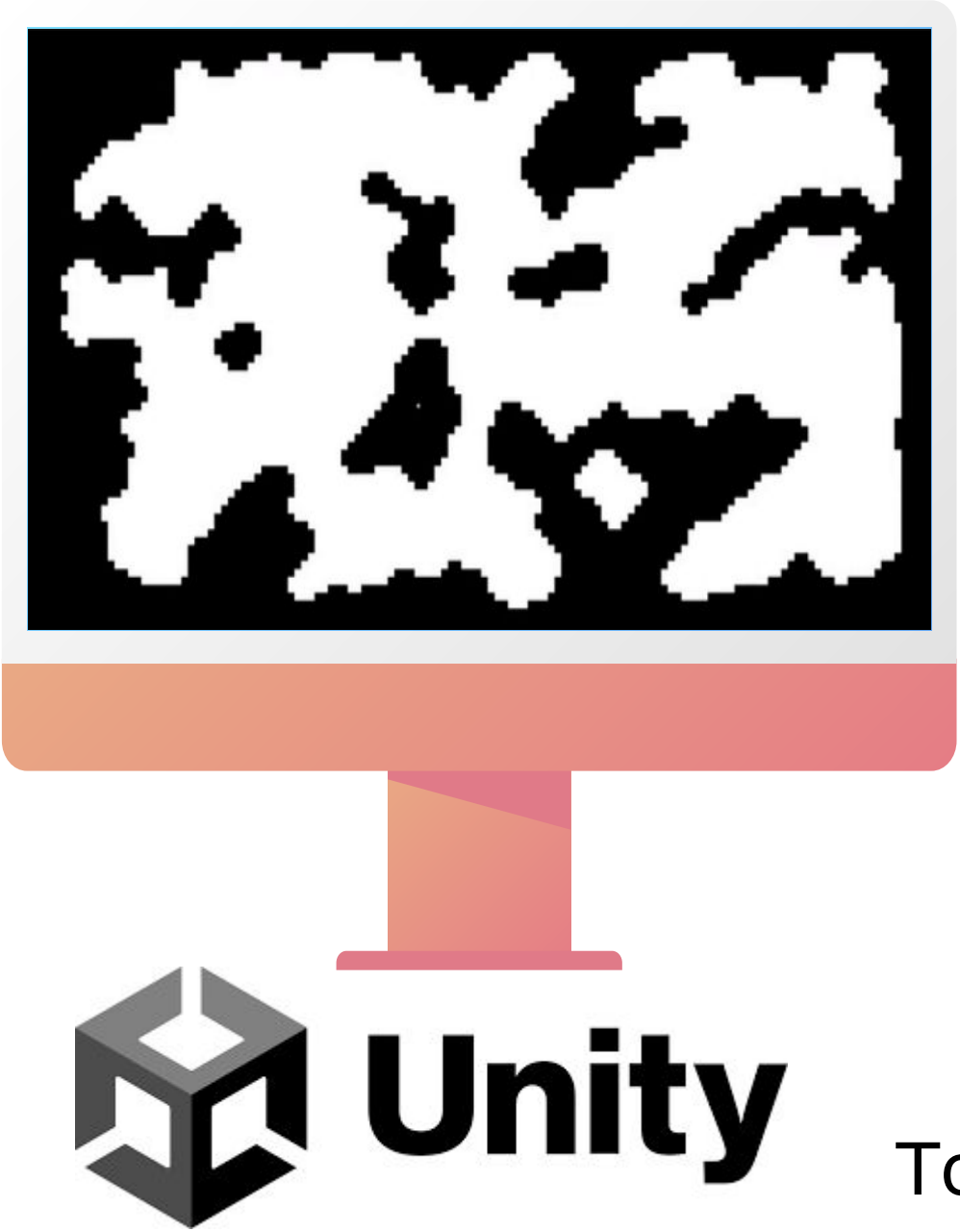
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Project Requirements

The project’s requirements include implementing procedural generation areas to test programming abilities.

The game also contains several enemies and player abilities to make the game more interesting and entertaining.

There are also mechanism and controller implementation that is used to control player.



Design

Unity Game Engine

- Free
- Industry Standard
- Tools for 3D Game Creation

Textures and Models

Synty POLYGON: Fantasy

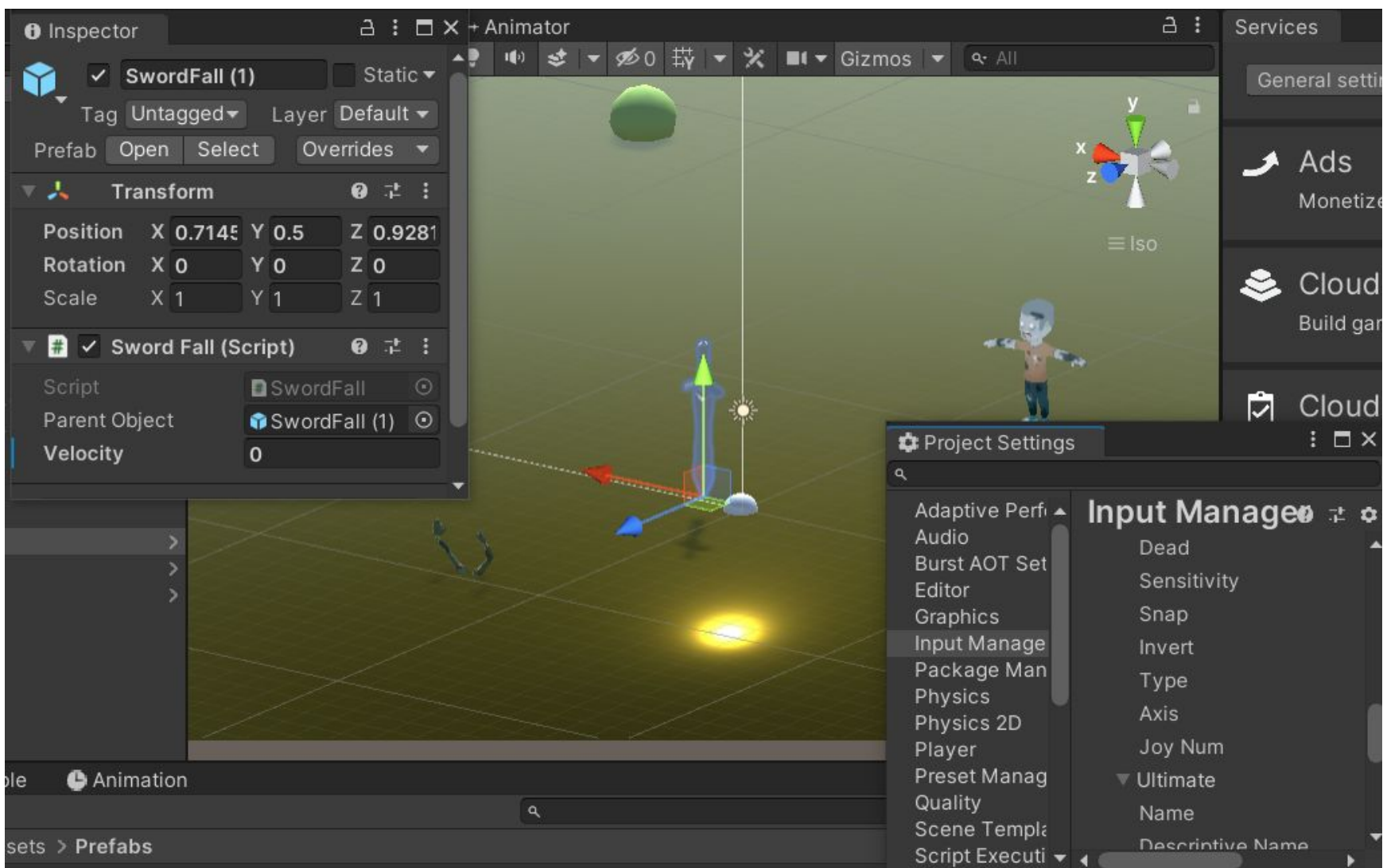


Audio Design

Open Source

Results

We have a workable demo in which our player model can enter a dungeon and traverse through a fully procedurally generated dungeon to battle enemies and reach an exit point.



Future Work

Some of the models and code will require some refactoring and remodeling.

We would like to add more things to the gameplay loop such as a hub and NPC’s for more storytelling and replayability.

We would also like to implement potentially different classes for the player.

The project end goal is to ship the game out onto Steam.

