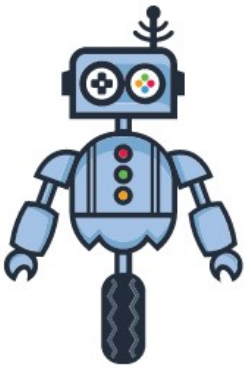
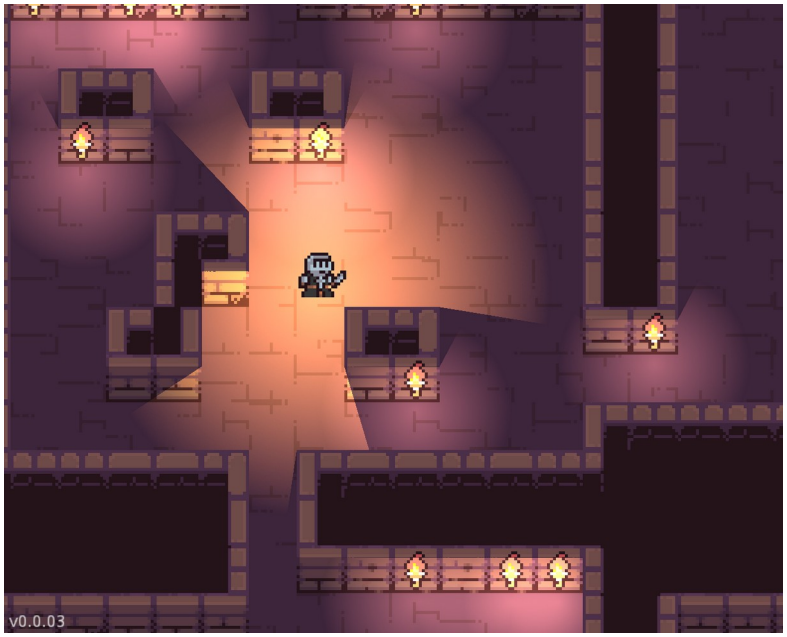


alone in a dark

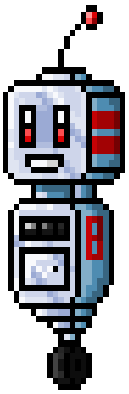
RPG robot maze shooting game prototype

My game prototype is inspired by Robot Maze crate by Anthony Carrillo (https://acgames-developer.itch.io/robot-maze).

Level assets used are from https://pixel-poem.itch.io/dungeon-assetpuck.



Also main character is from https://opengameart.org/content/little-robot-alu



Game has two types of stationary robot enemies. Their sprites are from:

https://opengameart.org/content/cannon-gun-sprite-animated

Characters functionality

Main character can shoot energy bubbles for protection. For moving and shooting batteries energy can be found on level floor.

Stationary chain gun robot controls some area around him and shoots everything he can see there.

“Drone Zapper” enemy character controls area in a middle of the dungeon and can use energy impulses for attacks.

Game outline

Main robot character found himself in a dark dungeon level surrounded by enemy robots and has to find his way out and some energy for that.

Game word description

Dungeon level is a dark underground labyrinth with break walls and not much light.

Game controls

To move: “wasd” keys can be used and for left mouse for shooting.

Game mechanics

- Main character uses same energy for shooting and moving.
- Energy indicator can be found in top right corner of the screen. If energy level drops to zero hero is dead and game is finished.
- Enemy robots could be shot at with energy bubbles. They can bounce off the walls and have several seconds lifespan.
- Every energy batteries can restore hero’s energy up to 100%.

- Enemies can see hero only if there are no walls in between.
- Enemies also have little health indicator above them. If it drops to zero they are dead.
- Walls cannot be destroyed or shot through.
- Exit is on the opposite side of the dungeon.
- Some enemies should be updated if the future to follow hero robot.
- Game has front page with “start game” and “quit” buttons. Also when player wins or dies appropriate page is loaded.