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GAME CONCEPT

A top-down 2D dungeon crawler with traps, puzzles, and hack and slash action game play.

THE DARK KEEP

You play as a knight who succumbs to a poison delivered by Bacchus. In your inebriation, you have fallen into the Dark Keep. Your goal is to escape from Bacchus's Lair.



Influences

- 1. One Hit Death
- 2. Medieval and Mythical Artwork
- 3. 16-Bit Aesthetic

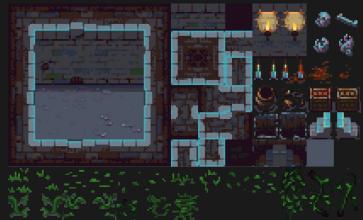




OUR TEAM

ART DESIGN - JOE









Player Abilities + Rooms - Shun

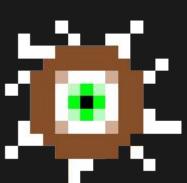






Enemy, Camera, Menus - Mandy







Sound Design - Vince



Notes from First playtest

- Player movement was described as too "floaty", too much inertia
- Attack lag didn't seem justifiable without detailed animation
- Enemy/obstacle functions need to be telegraphed better
- Puzzles are good but a little confusing color cues?
- Music is pretty **3**, Needs sound effects
- There are still some bugs that we hadn't seen

NOTES FROM SECOND PLAYTEST

- Changing first puzzle definitely helped players
- Weapon power up needs work Change to push effect?
- Positive reactions to the art and music
- More content needed to keep players engaged
- Puzzles felt simplistic at some points
- Enemies seem unfair, could use tweaking

FINAL DEMO

VICTORY!

Thank you for playing!