DIGITAL DUNGEONS

SALUS (TEXT BASED GAME CHALLENGE)

What happens when you add 4 nerds, a hackathon, and a prompt from Salus? This isn't a joke

ABOUT HELPING HJEM

Helping Hjem is a Dungeons and Dragons one-shot converted into a game, allowing for independent gameplay to truly enjoy how it works

Based on our very own sunny Aberdeen. Hjem is lined with granite and wood buildings with small family-owned shops containing apothecaries, cartographers and blacksmiths.

The only difference is, bugbears run wild.

HOW DOES IT WORK?

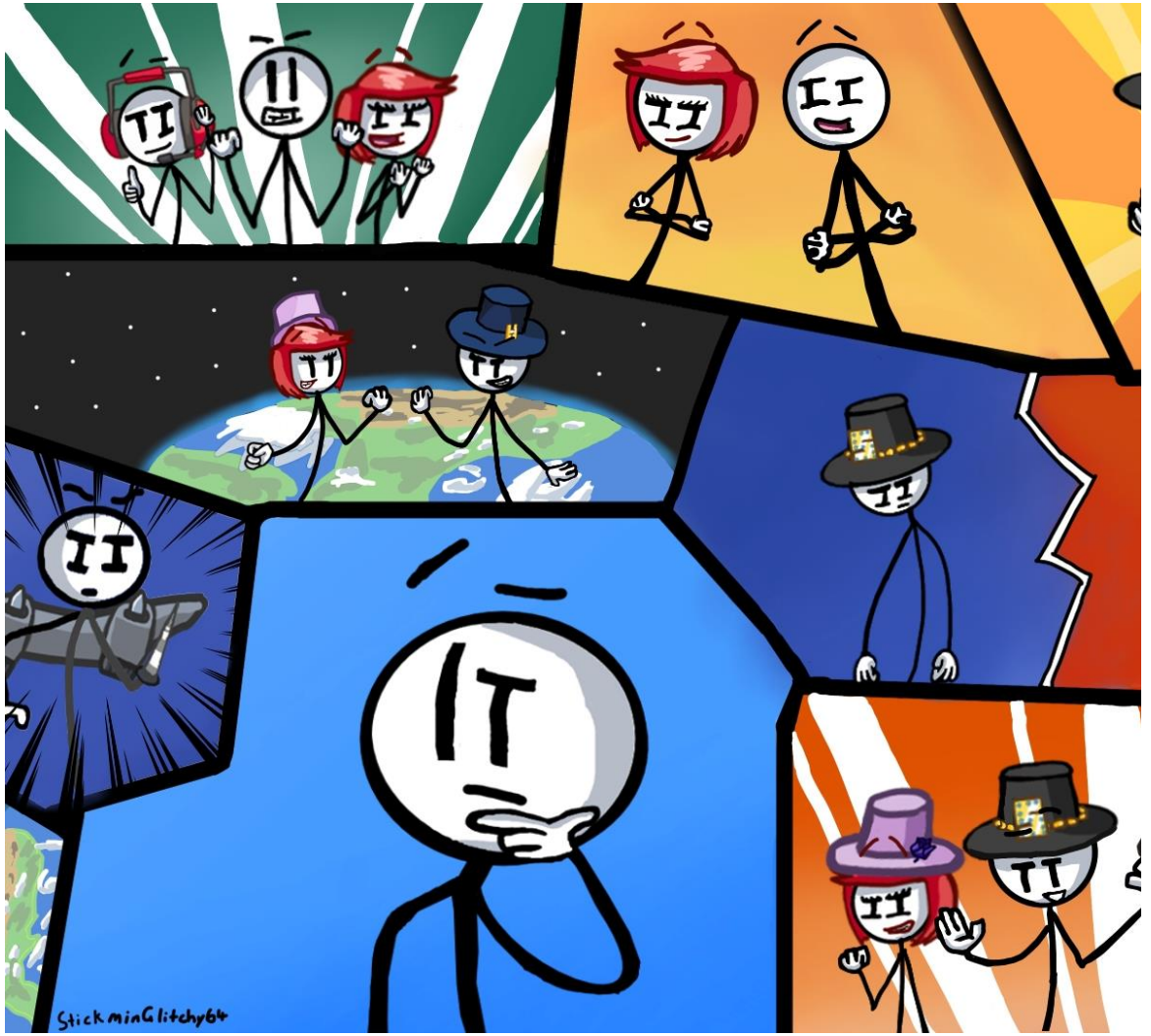
A text-based game where all interactions are conveyed through written text and still images.

Players make choices through selecting options, and the game responds with descriptive text.

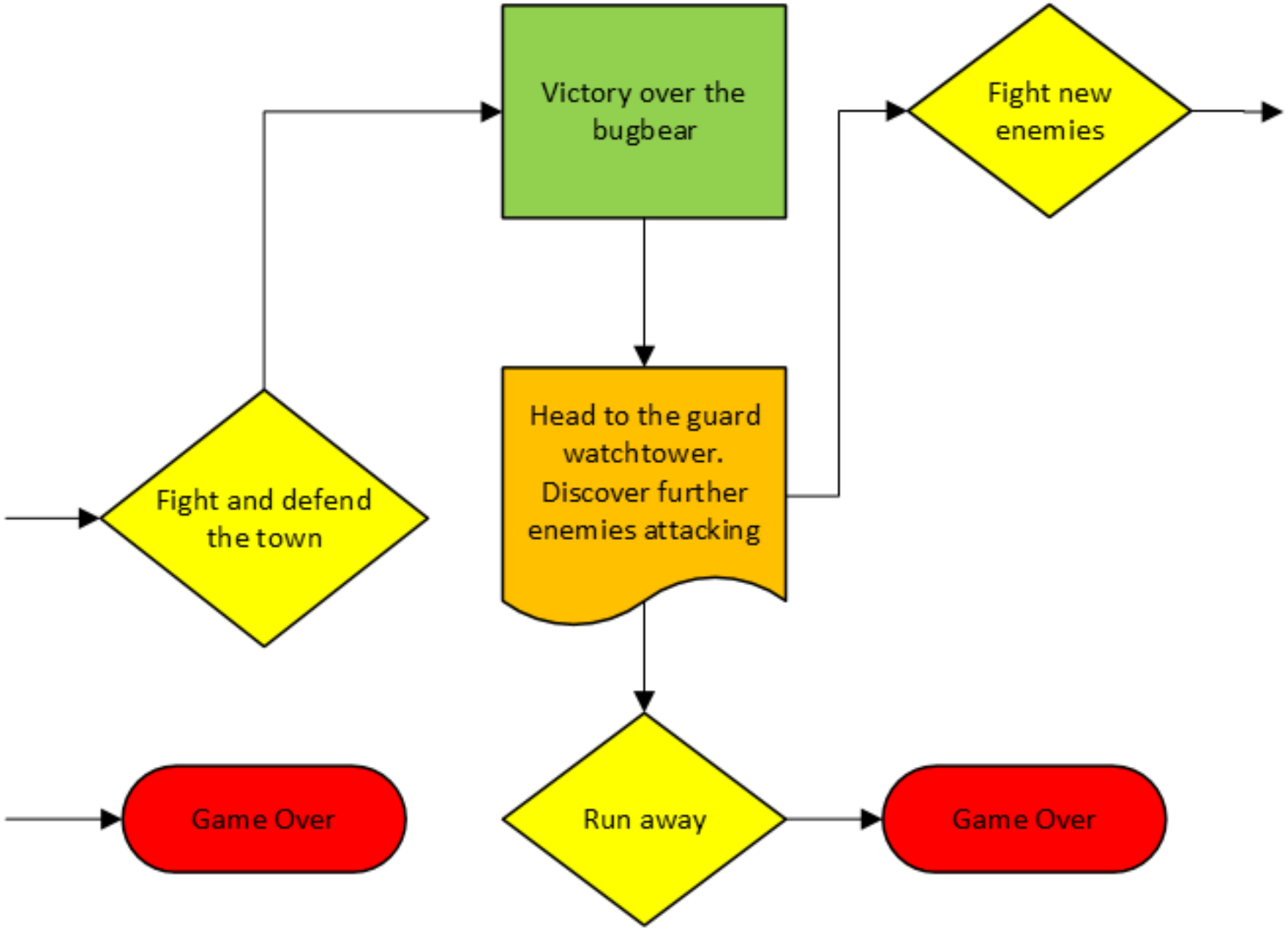
The game is treated like a tabletop of dungeons and dragons but with an interesting twist

WHAT MAKES US UNIQUE?

- Totally random stats
- Weapons? Technically
- Think Henry the Stickman with a twist



DESIGN EXAMPLES


Victory over the bugbear
Fight new enemies
Fight and defend the town
Head to the guard watchtower. Discover further enemies attacking
Game Over
Run away
Game Over

CHALLENGES INCLUDED IN A TEXT BASED GAME

- Keep it engaging
- Maintain immersion
- Ensuring that all choices will remain impactful
- JAVA – No.1 Enemy

HOW DID WE MAKE THIS?

- Java *(booo)* with a GUI
- Sheer willpower
- Too many googles

Start Game
Bakers

Digital
Dungeons