

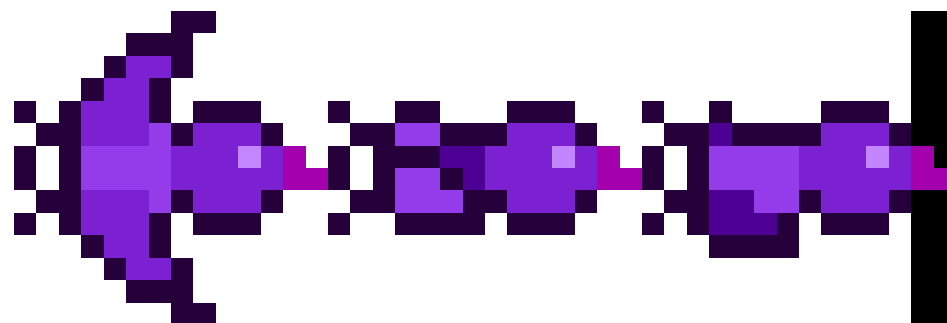
# **Capstone Project Dungeon Crawler Video Game**

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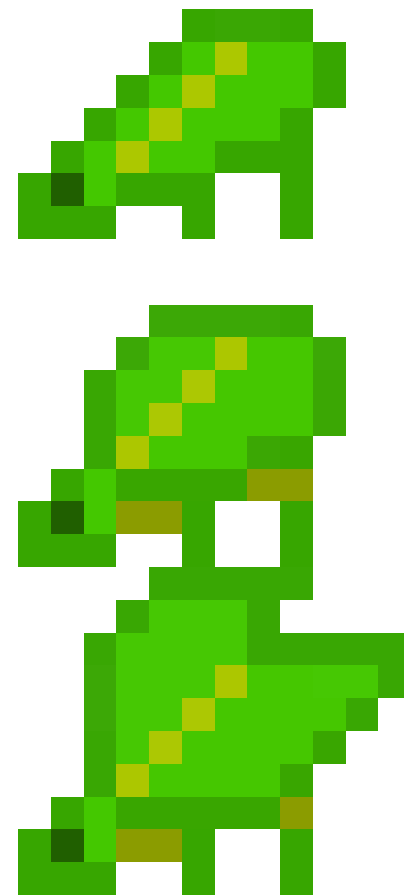
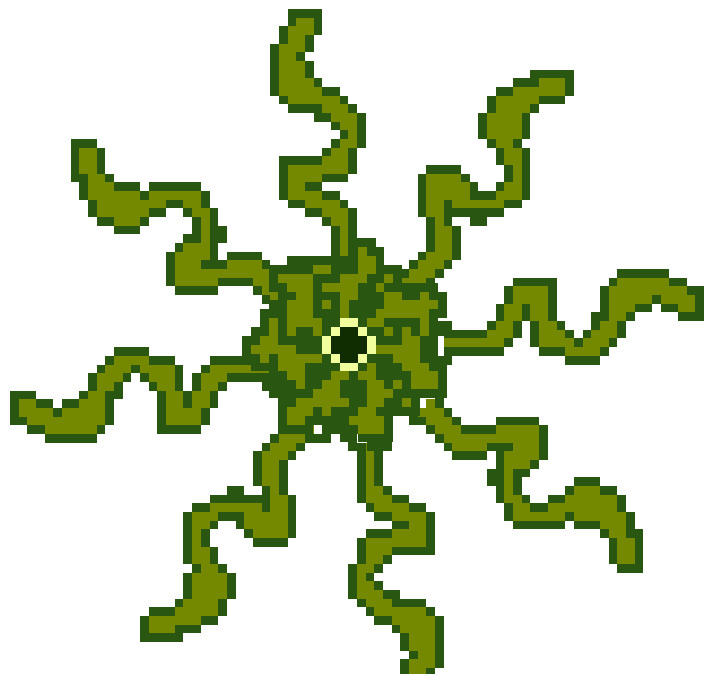
# Concept

- **Inspired by *The Legend of Zelda***
  - 2D
  - Aerial View
  - Dungeon Crawler
- **Uses the Godot Game Engine**
  - Cross-Platform
  - Open-Sourced
  - Free to Use

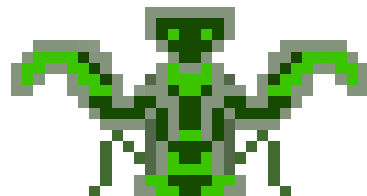
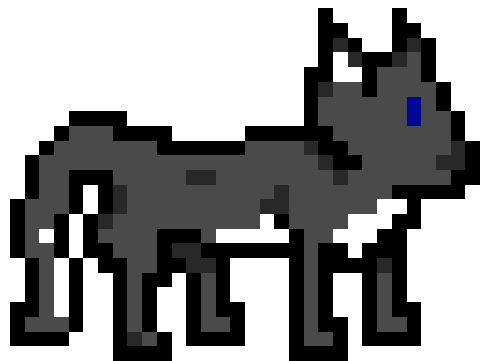
# Artwork



# Artwork



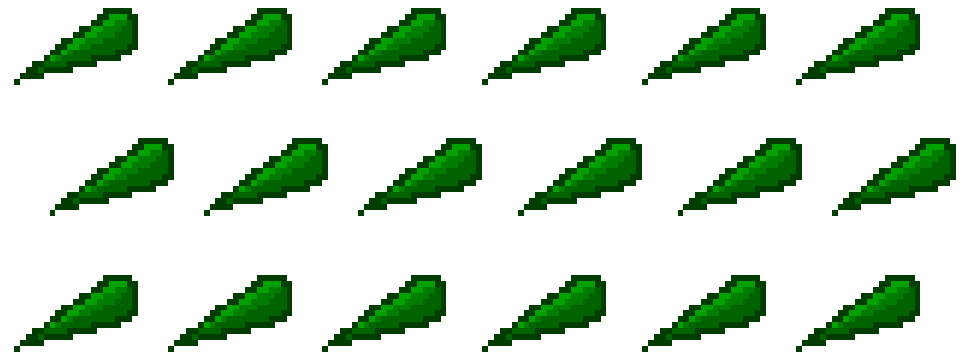
# Artwork



# Artwork



# Artwork



# What's Done and What's Next?

## Completed

- **Basic Artwork for player**
- **Basic Art for enemies and Dungeon**
- **Prototyping code for most functionality in dungeon**

## Future

- **Building the Dungeon Scenes**
- **Prototyping enemy AI**
- **Prototyping puzzles**
- **Writing final Hard Code in C++**