Cleansing the Undead

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Cleansing the Undead

- 2D Platform Game with RPG elements.
- The player must eliminate the undeads of a forest corrupted by a necromancer.
- Game Unique Feature: The protagonist is a female Templar with full-plate armor.
- Main Reference: Ragnarok Online

Game Mechanics

- Skill and Level Up systems:
  - 4 active skills (heal, long-ranged damage, area damage, immunity)
  - 2 passive skills (improve HP and attack)
  - max. level: 12

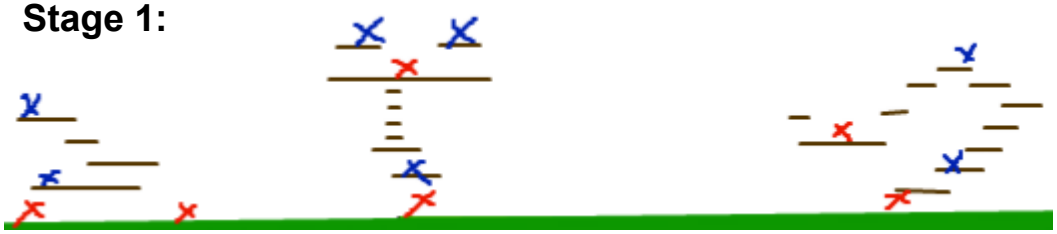
- The player is able to move, attack, defend and use skills.

- Four types of enemies: melee, ranged, mage and the final boss.

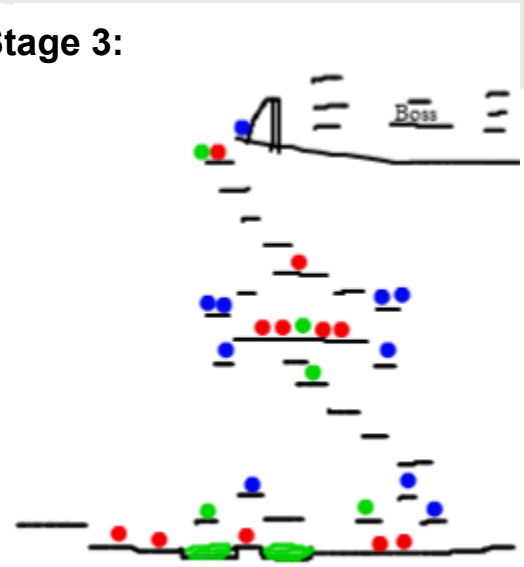
Demonstration

Level Designs

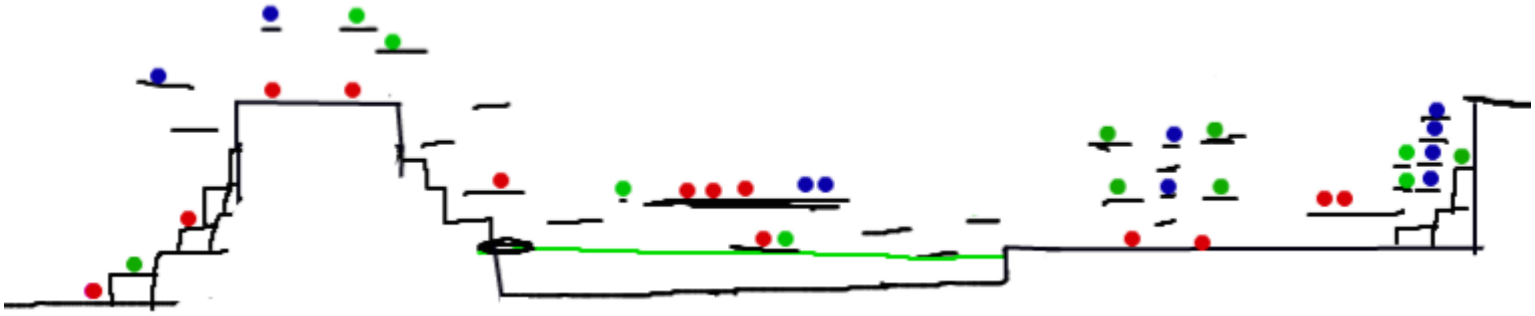
Stage 1:



Stage 3:



Stage 2:



Technical Challenges

- Inexperience with Unity and C#.
- Extra problems caused by using the Sprite Manager 2.

Artificial Intelligence

- rule-based
- cooldowns and environment state defines when a skill can be used
- some enemies have rules to chase or run away

Artistic Aspects

- We used Photoshop to adapt sprites and skills to our game. Some skill effects were developed from scratch.

- During the game development, we got more experience with developing game effects, and at the end we were creating them much faster and better.

Lessons Learned for Developing other Games

- Organize the code in components, avoiding creating big classes and using inheritance.
- Use coroutines for synchronization.
- Synchronize animations and sounds based on time is easier than by frames.

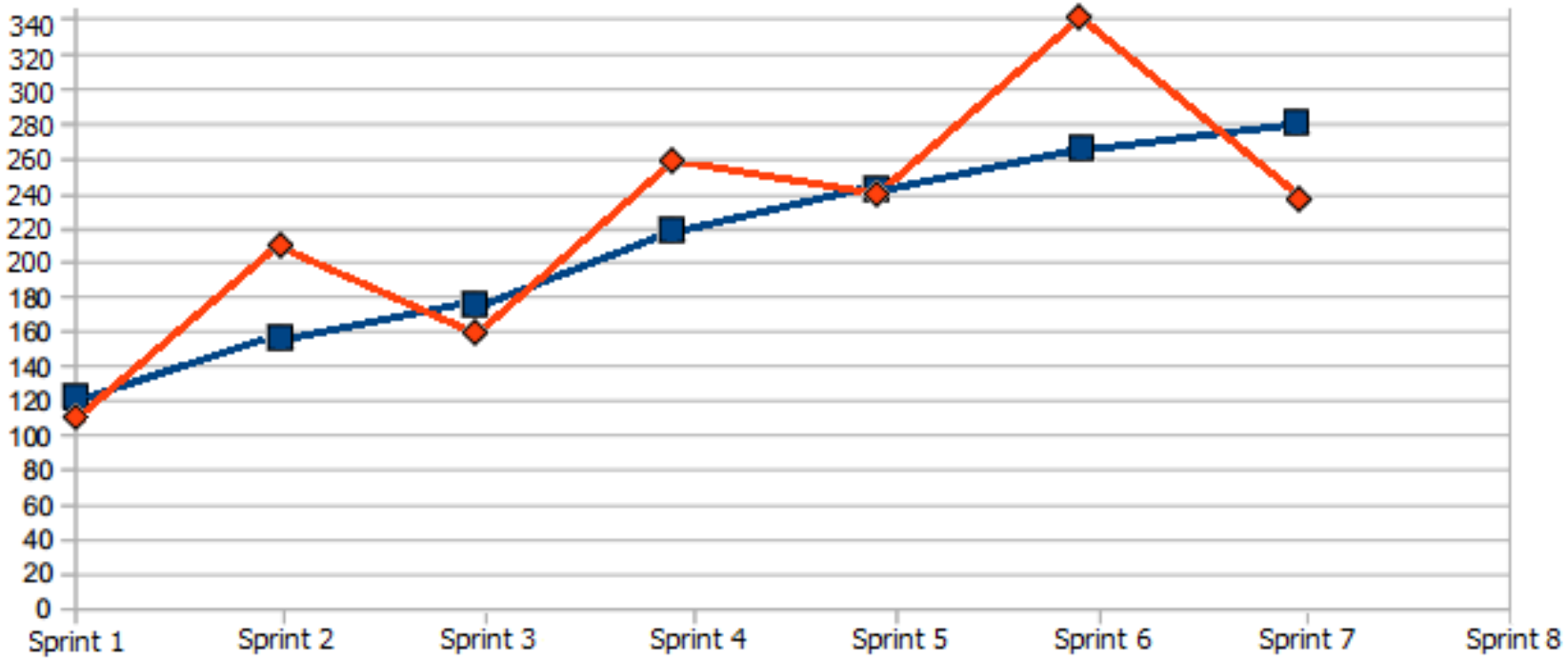
Lessons Learned for Developing other Games

- Find another program for working with sprites.

- It consume lots of times to create sprites if the game characters have lots of possible movements (for a next game, I would try to use 3D animations).

Management Issues

- Before starting the game, we organized a simple schedule with what we should do in each sprint. If was followed successfully, but we got this graphic:



Future Work

- Improve game feel (mainly animations and sounds)
- Improve final boss fight
- Find and fix remaining bugs

Questions?