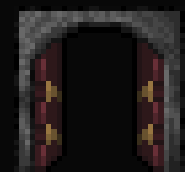# Sandbox Warrior

Design Philosophy and Game Tone

To create a game with a sense of claustrophobia, discovery, risk, uncertainty and re-playability free from railroading or heavy handed plot.

Randomise game environment so each replay is unique and fresh. Each game world must be re-explored and items, potions and treasures re-investigated

Dangerous monsters, useful items and treasures and importance of resource management combine to form a risk/reward dynamic
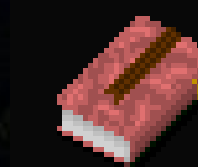
No resurrection of character and limited worldview combine to create a real sense of danger and loss. Conversely, lack of a "safety net" adds to sense of accomplishment when successful

Retro styled graphics and presentation to evoke an old-school dungeon delving aesthetic and gameplay
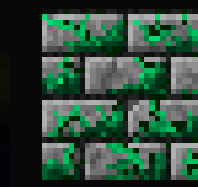
Methodology and Implementation

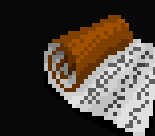Programmed in Java using the Slick 2D game Library

Procedurally generated environments including natural caverns using Cellular Autonoma and dungeons using Binary Space Partitioning

Two dimensional tile based graphics with sprite based animation

Bespoke entity Artificial Intelligence algorithms to differentiate behaviour of enemies

Plain text game data files allowing easy expansion of game content without the need to refactor code

Java Slick

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