Kronos

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Motivation

- Paranautical Activity - A roguelike FPS with a low-poly art style

- Experimentation with VR technologies

- Learning game design elements with Unreal Engine

Introduction

- Kronos is a VR FPS roguelike
- Created using Unreal Engine 5
- 4 different enemies types
    - 2 bosses
- 4 weapons
- 6 items

Story

- Someone has used a time machine as it was implicitly stated not to, by interacting with their previous self. This interaction has scrambled time via the butterfly effect.
- Our character, Kronos, is traveling through time to return the timeline to its original order.
- He has the ability to manipulate time by rewinding to a previous state. This proves beneficial when fighting the opponents he meets along the way.

Project Goals

Described what you are trying to accomplish, including "stretch" goals.

Family Tree Knowledge Base

Facts:

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Verbatim is a great way of enumerating code/algorithmic ideas.
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How to include images

Social Network Graph

Minipages are a great way to   Line up side-by-side content.

Results

Describe any results of your work here.

Things that worked?

Things that didn't work?

Conclusions

Some bullet points here to wrap things up.

Any Questions?

Questions?

Comments?

Further project/author information: