

Kronos

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Motivation

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



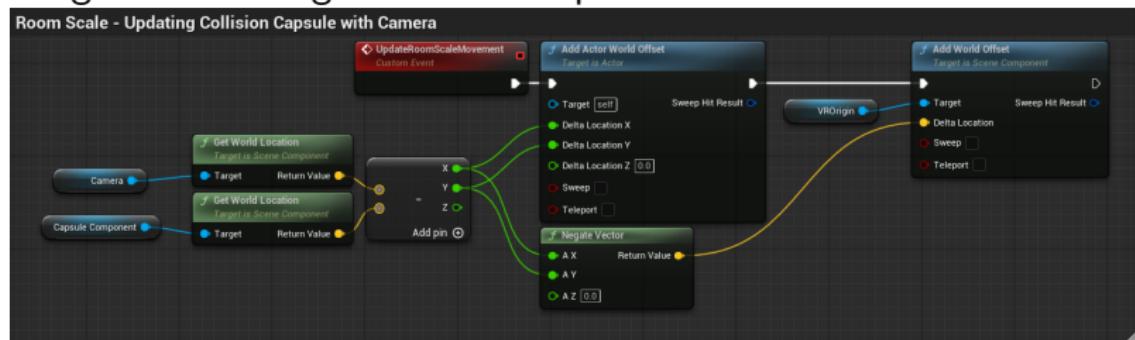
- Experimentation with VR technologies
- Learning game design elements with Unreal Engine

Story

- Someone has broken the rules of time
- Timeline is scrambled, up to Kronos to repair it
- Kronos manipulates time to assist in restoring time

Technology

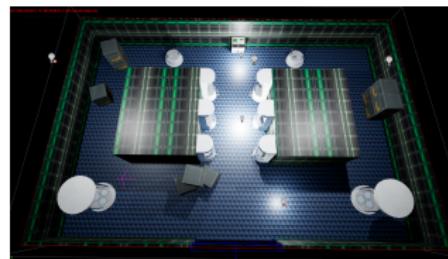
- Created using Unreal Engine 5
- Programmed using Unreal's Blueprints



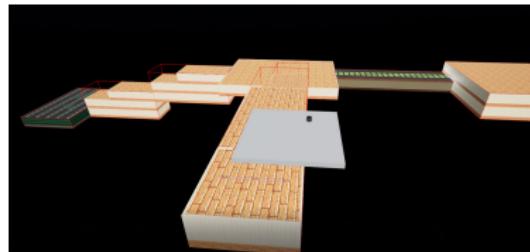
- Procedural Dungeon Plugin by BenPyton

Procedural Generation

- The dungeon itself is built using room layouts



- The room layouts are procedurally connected to provide a fluid start to finish dungeon



2D/3D Mashup

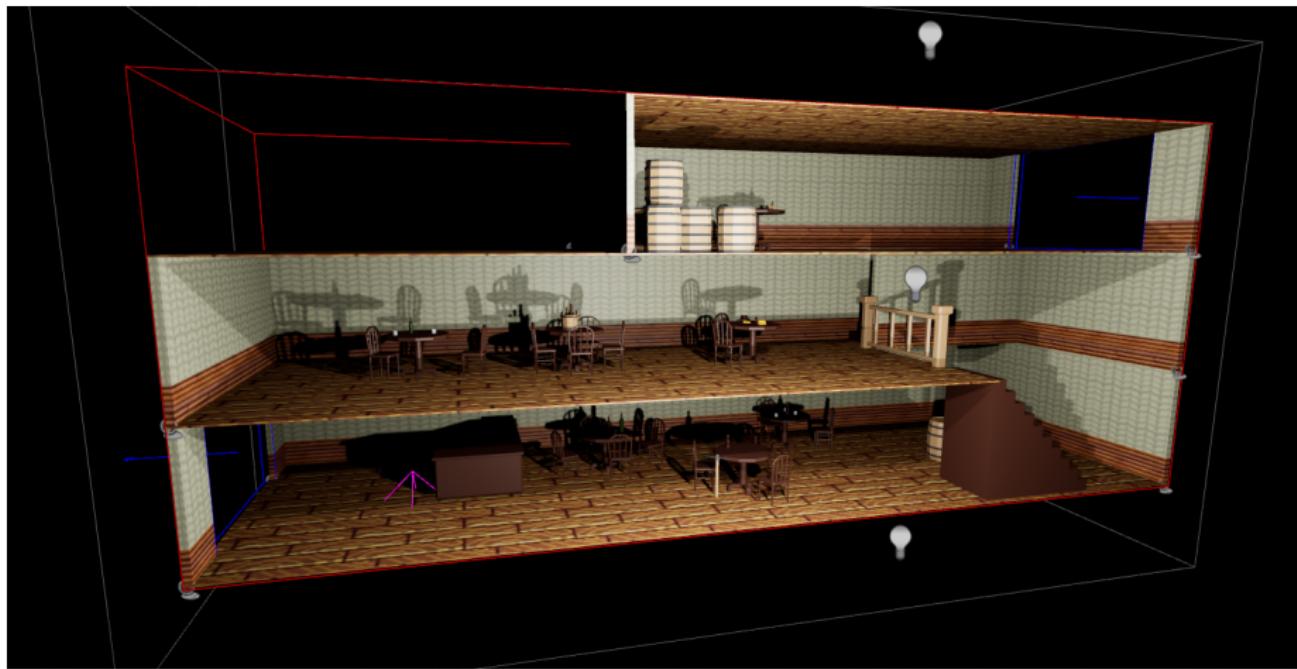


- The world is crafted using 3D elements
- The enemies and items are represented as 2D sprites to capture the feel of early game designs like Doom (1993)

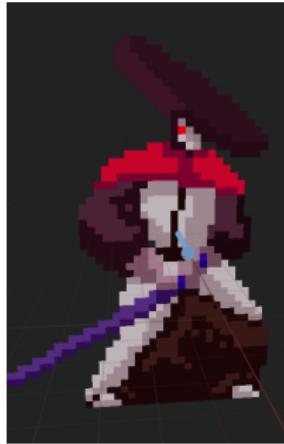
Gameplay

- Each level is a different time period
- Kronos is sent to different eras to eradicate his flagged enemies
- Enemies and bosses will reflect the era of the level
- Kronos is able to bring weapons across levels

Demonstration



Trials and Tribulations



- Locomotion Movement Implementation
- Sprite Changing with the Different Actions
- Understanding the Dungeon Creation Plugin with the Documentation Provided

Future Work

- Creating more room layouts and floor
- AI creation and management using Behavior Trees
- More enemies and bosses

Feedback

- Any questions?
- Project repo: <https://github.com/enrgteje/Kronos>

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