

Kronos: A Virtual Reality Roguelike

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ABSTRACT

Kronos is a virtual reality video game with roguelike elements in which time is falling apart at the seams. It falls on the protagonist, Kronos, to restore the timeline to its chronological order. The player is capable of manipulating time to assist with handling any challenges faced. The game is a first-person shooter where you are traveling between a mismatch of time periods in order to get back to the present to restore order. Kronos is built using Unreal Engine 5 and the plugins it provides. Some of the behaviors of the enemies within the game, the item effects, and the weapon mechanics are created using the C++ language. There are a variety of floors, each having its own time period theme.

Author Keywords

Authors' choice; of terms; separated; by semicolons; include commas, within terms only; this section is required.

1. INTRODUCTION

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11. CONCLUSION

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12. ACKNOWLEDGMENTS

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