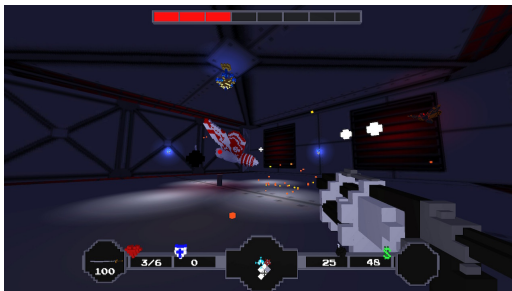# Kronos

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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

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
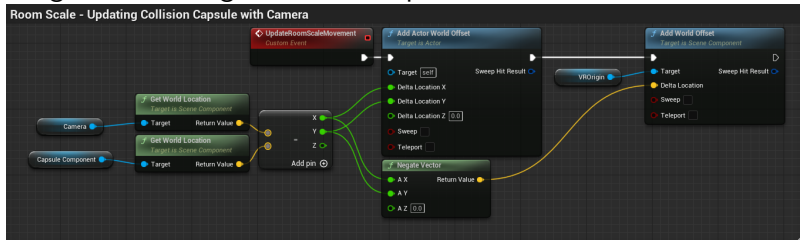
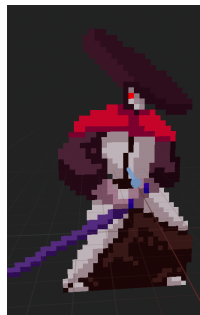- Programmed with C++ for complex features

Gameplay

- Kronos is a VR FPS roguelike

- Each level is a different time period

- Enemies and bosses will reflect the era of the level

- Kronos is able to bring weapons across levels

Demonstration

Trials and Tribulations

- Movement

- Sprite Management

- Dungeon Creating Plugin

Future Work

- Creating more room layouts and floors

- Adding verticality

- More enemies and bosses

- Items

Feedback

- Any questions?

- Project repo: https://github.com/enrgteje/Kronos

Contact us:

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