

Kronos

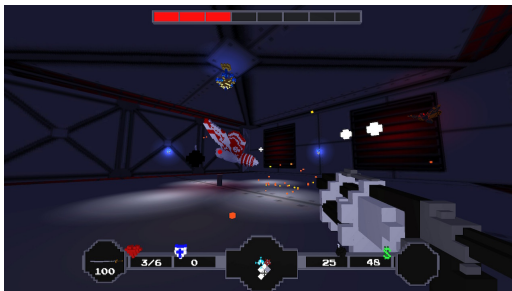
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Motivation

- 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
- 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



Feedback

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

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