

Rend Abstract

By: Erik Worley & Jeffrey Jordan

This project is intended to be a learning process for both partners to be able to better understand and use Unity. In this project, we try our hand at creating a top down dungeon crawler/looter where we create new rooms with random enemy spawns. The combat for now is very simplistic, where we would like to make it more diverse and strategic. In this project we both also learn about animation, as neither of us have dealt with this before. We are going for an implementation of a looting/inventory system to where the game can theoretically progress infinitely, as this gives the game more to explore and play through without having to hard code specific new scenes and story etc... This program is written with C# scripts to be called by the Unity created objects. We got our inspiration from games like Diablo, Path of Exile, and the Binding of Isaac.