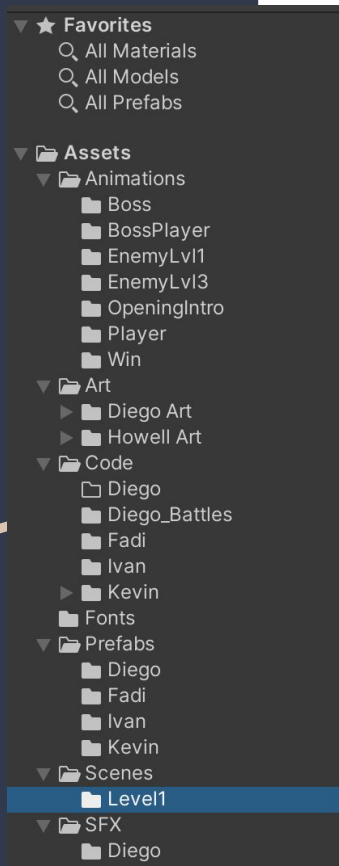


The Legend of Densmore

25-Bit LLC

A dark blue diagonal gradient bar that starts from the bottom left and extends towards the top right, covering the lower half of the slide.

General Design



- The game is a top-down 2D dungeon crawler with turn based combat
- A collection of Prefabs, Codes, Audio Files, and Art/Animations were worked on separately and systematically implemented
- Each member designed a part of a “scene” and combined their part with another member

Room and Player Interactions

- When a player enters a room a random number of enemies will spawn that the player must defeat before they can go on to the next room
- The room's state is default uncomplete, but when a player enters the room the state becomes completed and no enemies will spawn there again
- Every room has a chance to drop an item if no enemies are spawned
 - An item can increase the player's max health, replenish health, or increase damage

Enemy Design



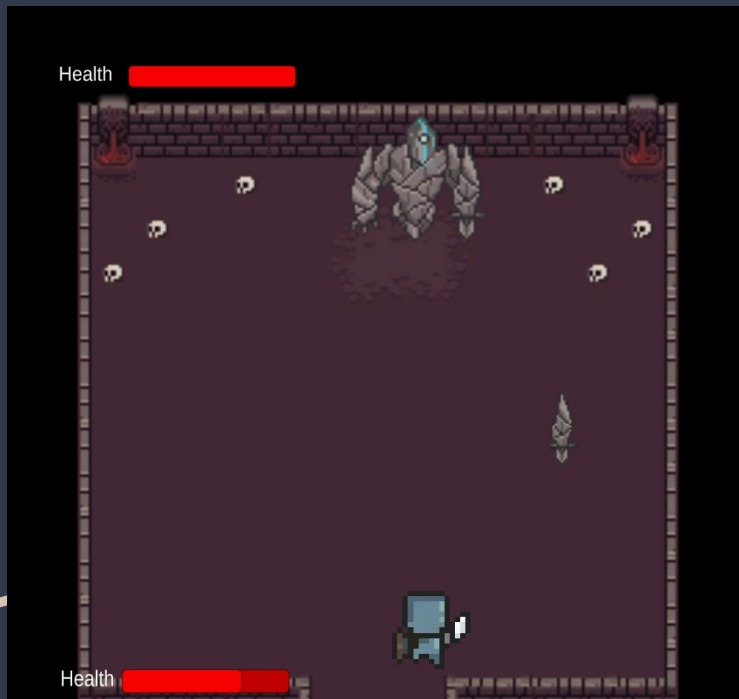
- A maximum of 3 enemies will appear in every room aside from the first
- Each enemy is a randomly assigned level between 1 and 3 (1 being the easiest to defeat, 3 being the hardest)
- A random sprite is also assigned to each enemy
- When an enemy is activated, it's state is alive and remains that way until the player defeats it
- For every turn of combat, the enemy can either attack or block

Player and Enemy Interactions

- The player will attack all enemies at the same time, but the enemies will individually attack the player
- The player has a chance to dodge all enemy damage and to perform a critical attack which deals double damage
- The enemies cannot crit or dodge
- The player will not move until all enemies are defeated



The Boss



- The boss room is a completely different battle system with a simple shooting mechanic and a change of music
- When the player reaches a specific point on the map they are sent to the boss room which is detached from the rest of the map
- The player's health is restored as a result of the change in combat for fairness
- The boss' level and health are completely separate from the common enemies
- If the player defeats the boss, a victory screen is presented, if they lose, a loss screen is shown