George Harrison

Dev Log 1

One game object was the enemies that spawn in. At first they come in slowly, but as you kill more of them they start spawning exponentially more. This behavior is probably linked to the kills or the players level or the in-game time.

I would pitch risk of rain to a potential player as a fast paced arcade game where you fight alongside your friends to defeat swarms of enemies

If I was pitching to an investor I would also emphasize the replayability of the game due to its randomization. Players will keep playing the game for a long time since every game is a new experience.

Something I would change is definitely the terrain. It seemed impossible to reach certain areas and I got stuck on certain platforms and I didn’t understand how to move to different areas because it was too far to jump.

I like the idea of randomization in risk of rain. For my final game it would be cool to include that element, maybe something similar to risk of rain except you are fighting against the other players rather than with them. And it would be in a randomized environment every time.