

Making a Roguelike in 7 Days in Rust

Sydney Rust Meetup 2023-04-13

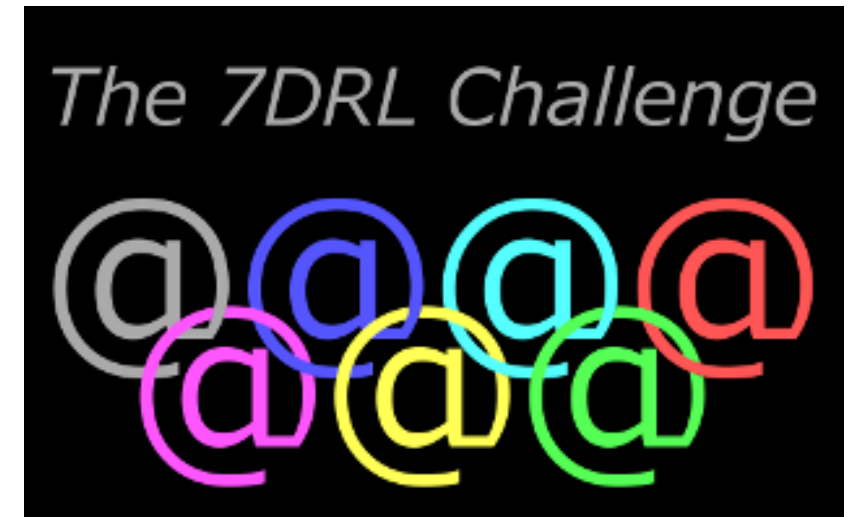
Stephen Sherratt (@gridbugs)

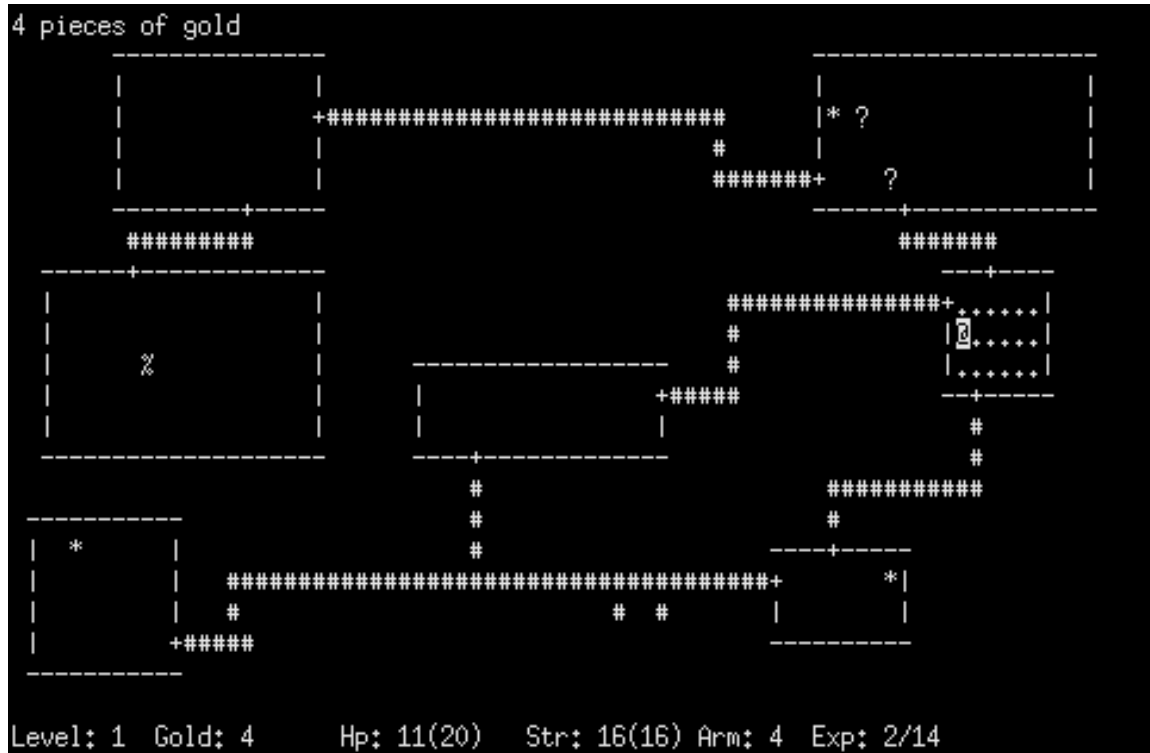
gridbugs.org

github.com/gridbugs

hachyderm.io/@gridbugs

gridbugs.itch.io

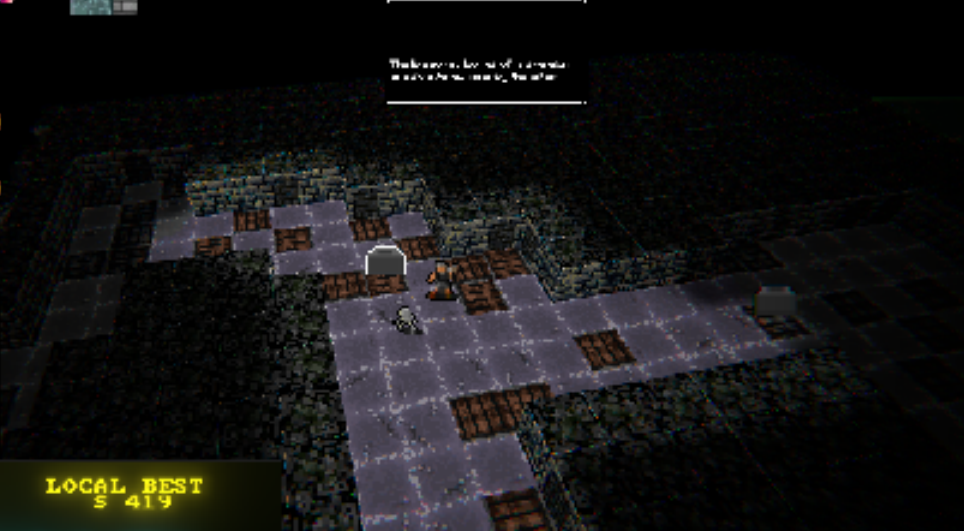
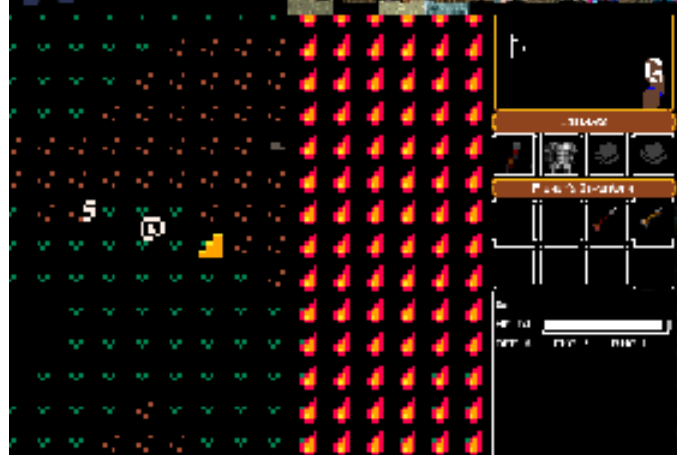


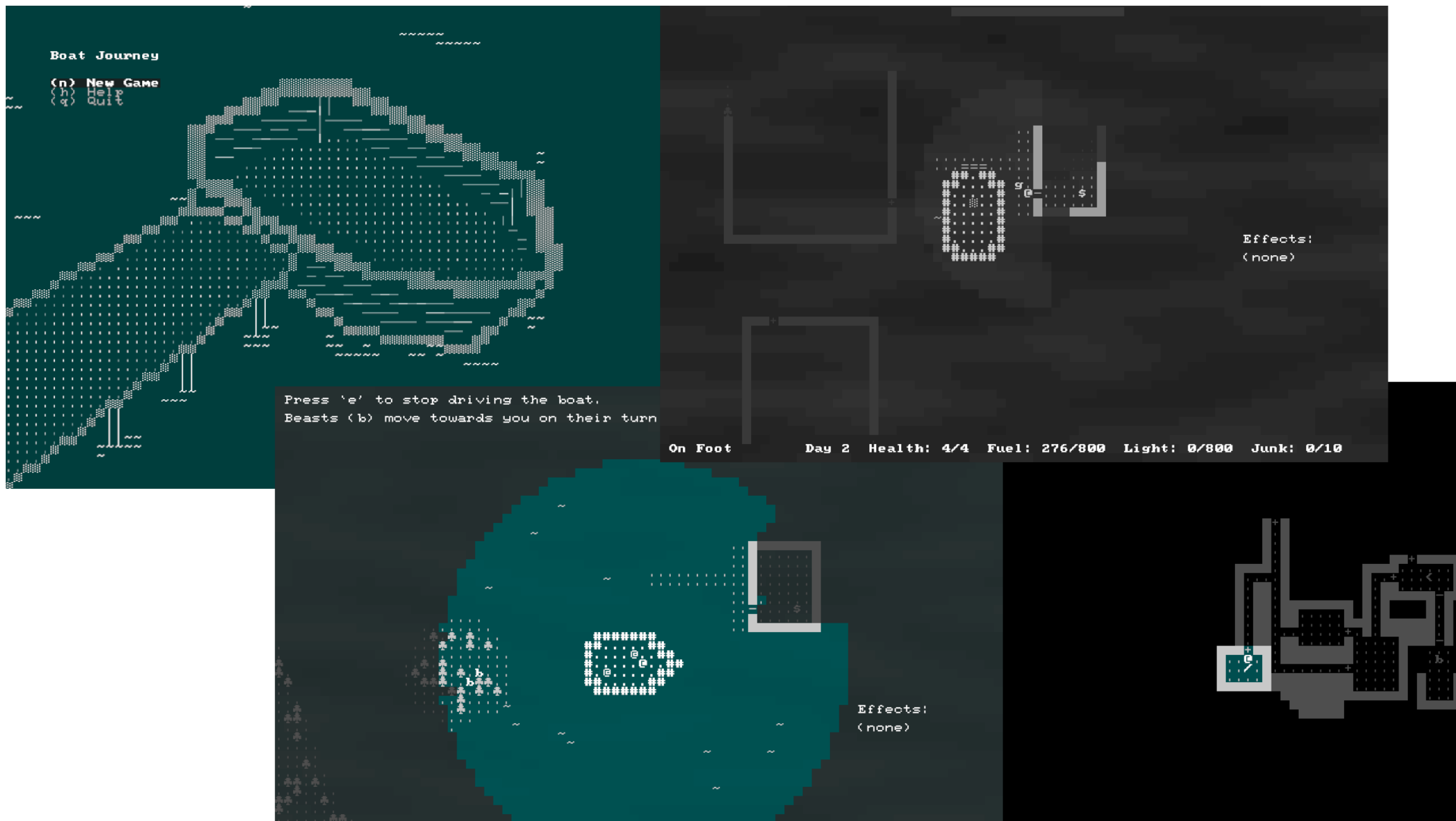


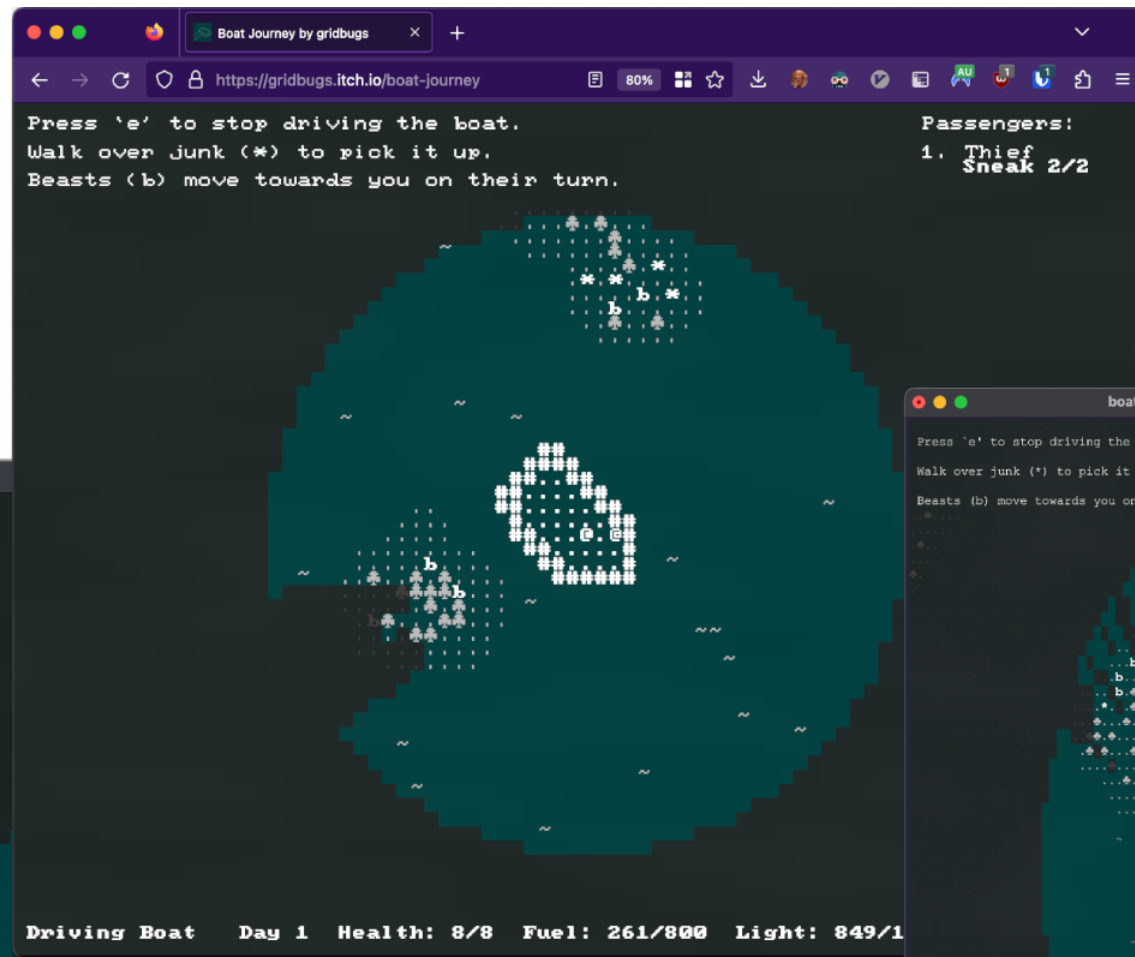
What are roguelikes?

Games resembling the 1980 computer game Rogue

- procedurally-generated levels
- turn-based gameplay
- permadeath
- grid-based world
- RPG elements
- ASCII graphics







**Graphical Executable
(WGPU)**

Terminal Executable

**Web Frontend
(WebAssembly)**

Game (library crate)