



# SKULLCRUSH CHAMBERS

# Flyer

## SKULLCRUSH CHAMBERS

OPEN WORLD

RELEASE 4.06.25

# GAME

## STORY BASED OPENMAP GAME



Hey there, Bonehead!  
Wanna earn some money?  
Lets play a little game...

[STRG]

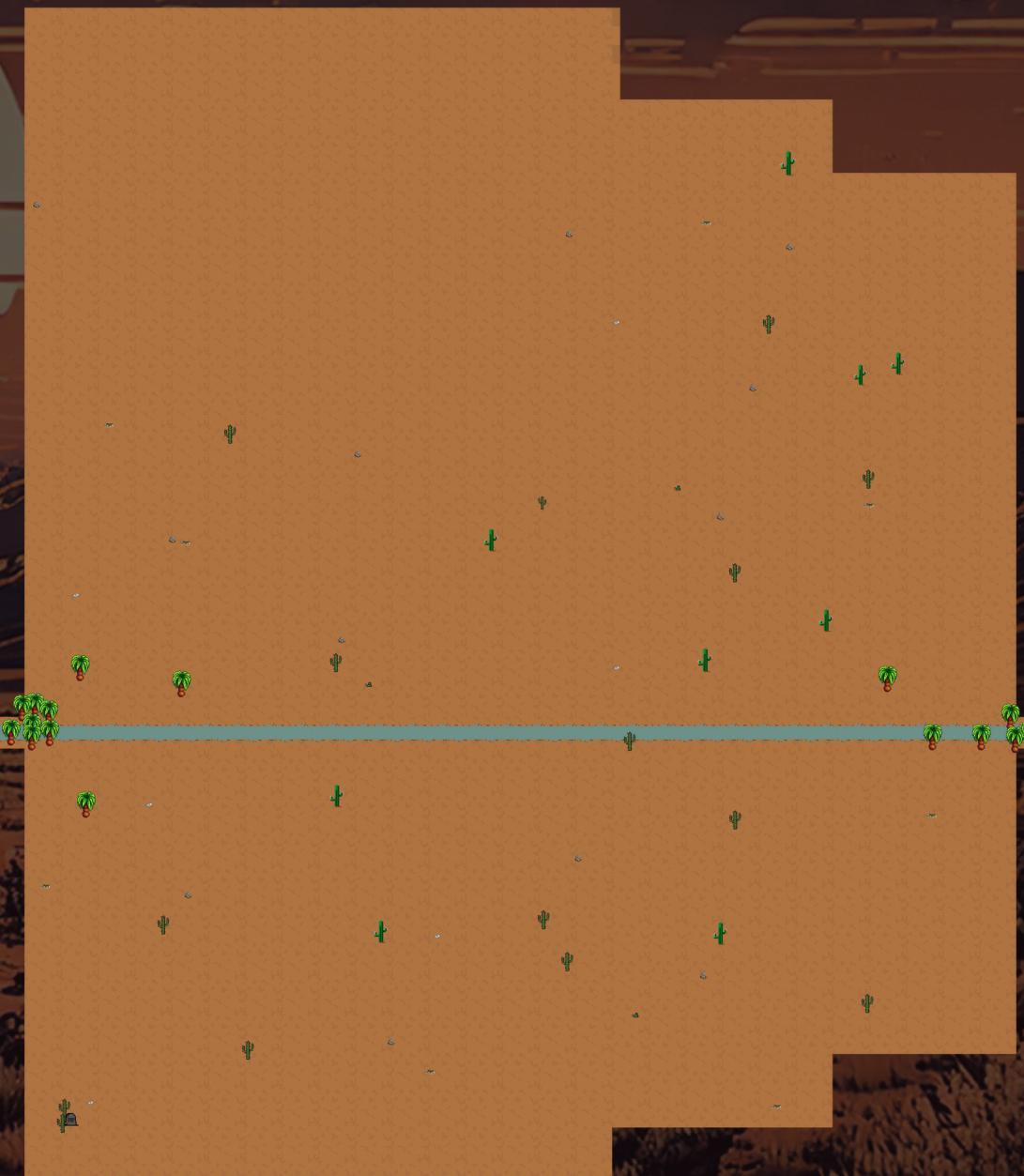


# Map

11.000 px  
17 Objekts

~2 min

3MB



# MAIN CHARACTER

Level-System

14 Sprites

# CHARACTERS

Lucian Luroy



Georgino Mc Gregor



Conoral Ruffs

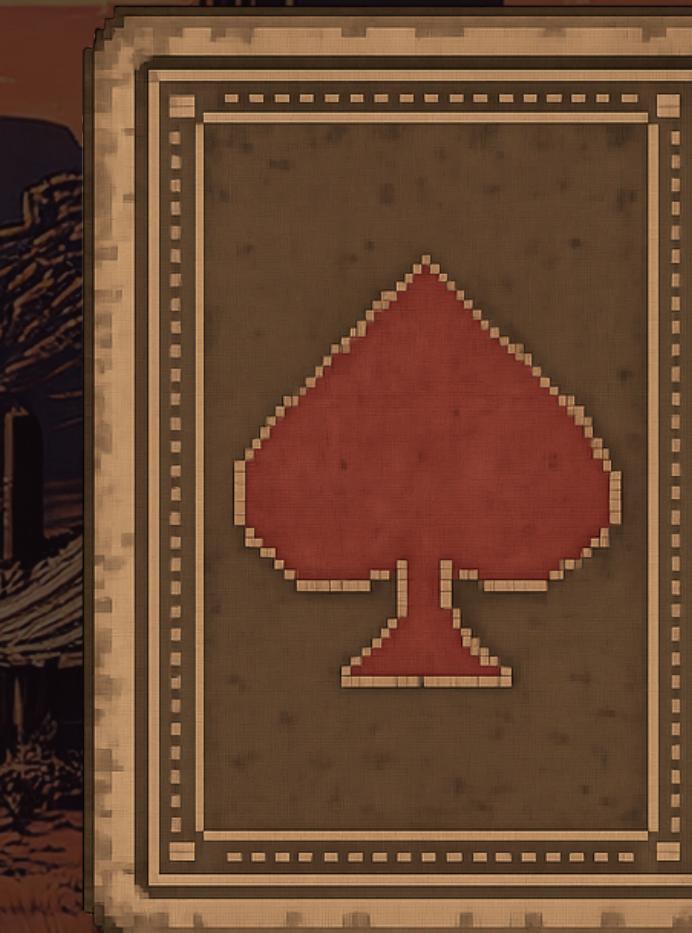
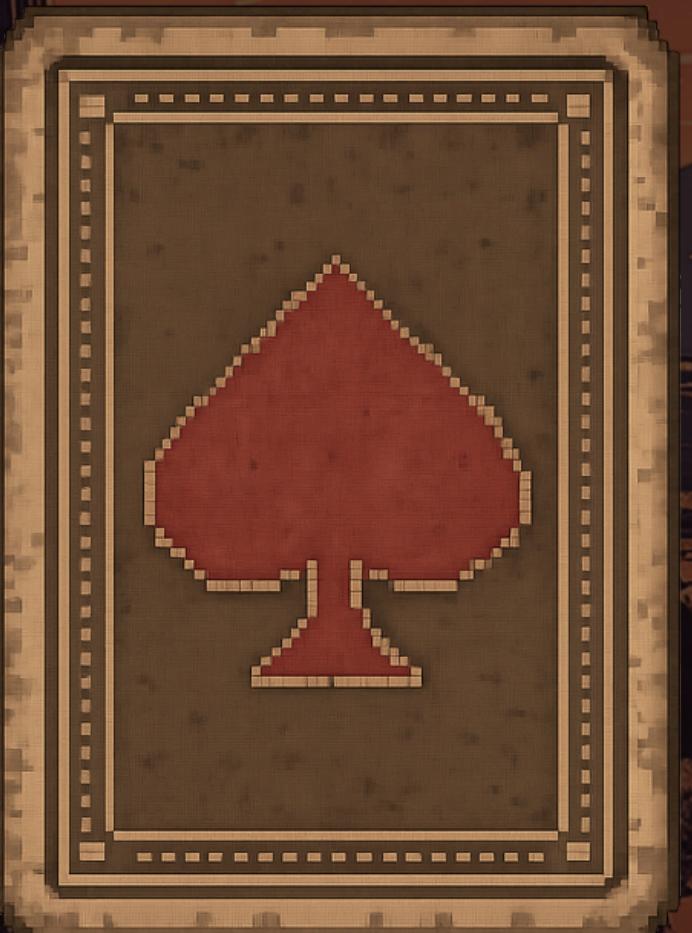


Roanldinho Bandinho

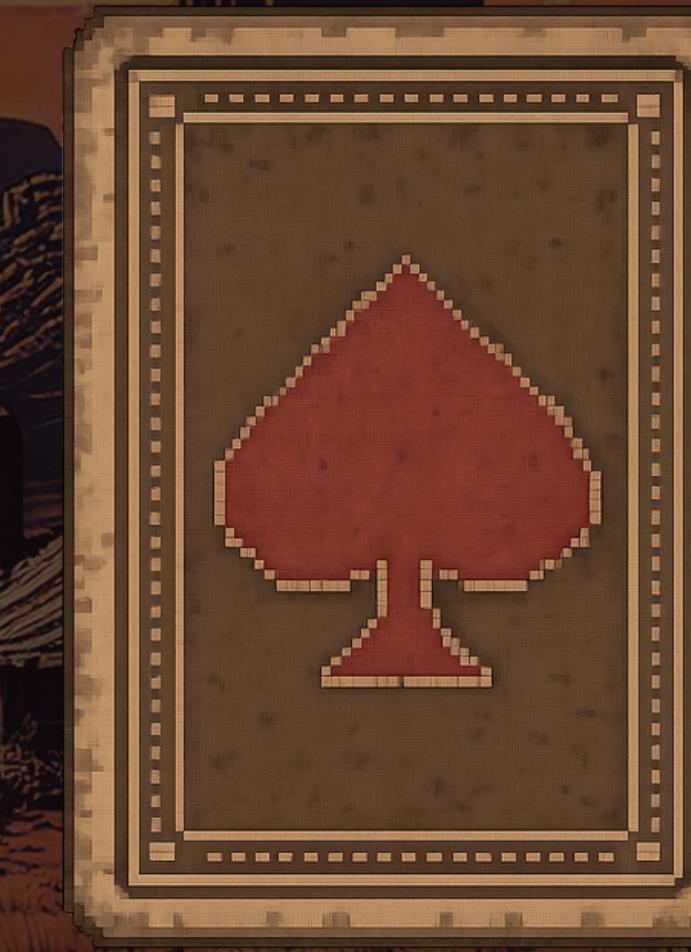
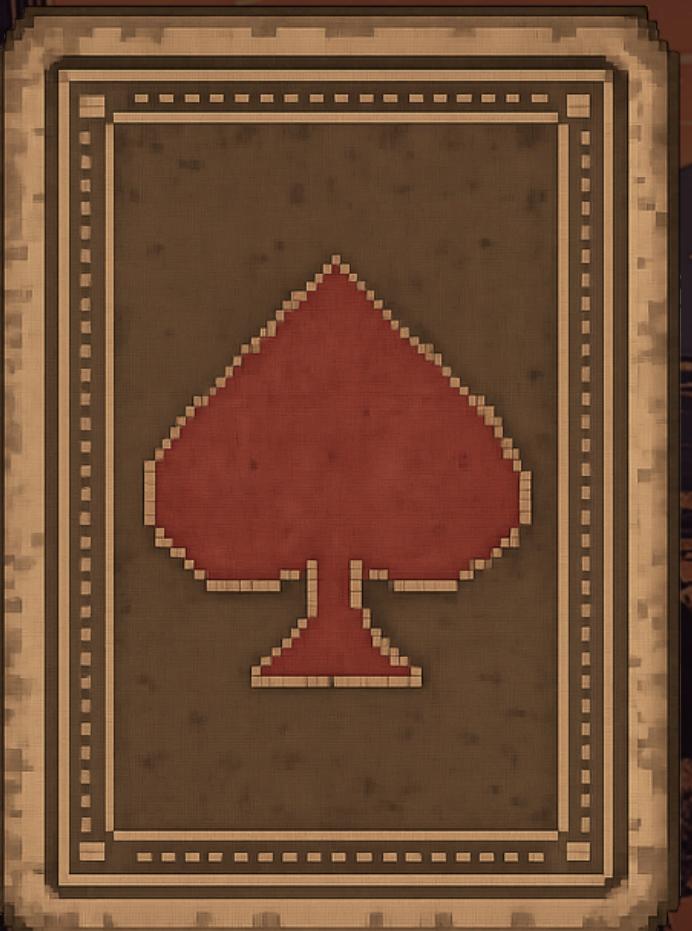


Lucian Luroy

# MINIGAMES



# MINIGAMES



# MINIGAMES



# MINIGAMES



Live Gameplay...

# MINIGAMES

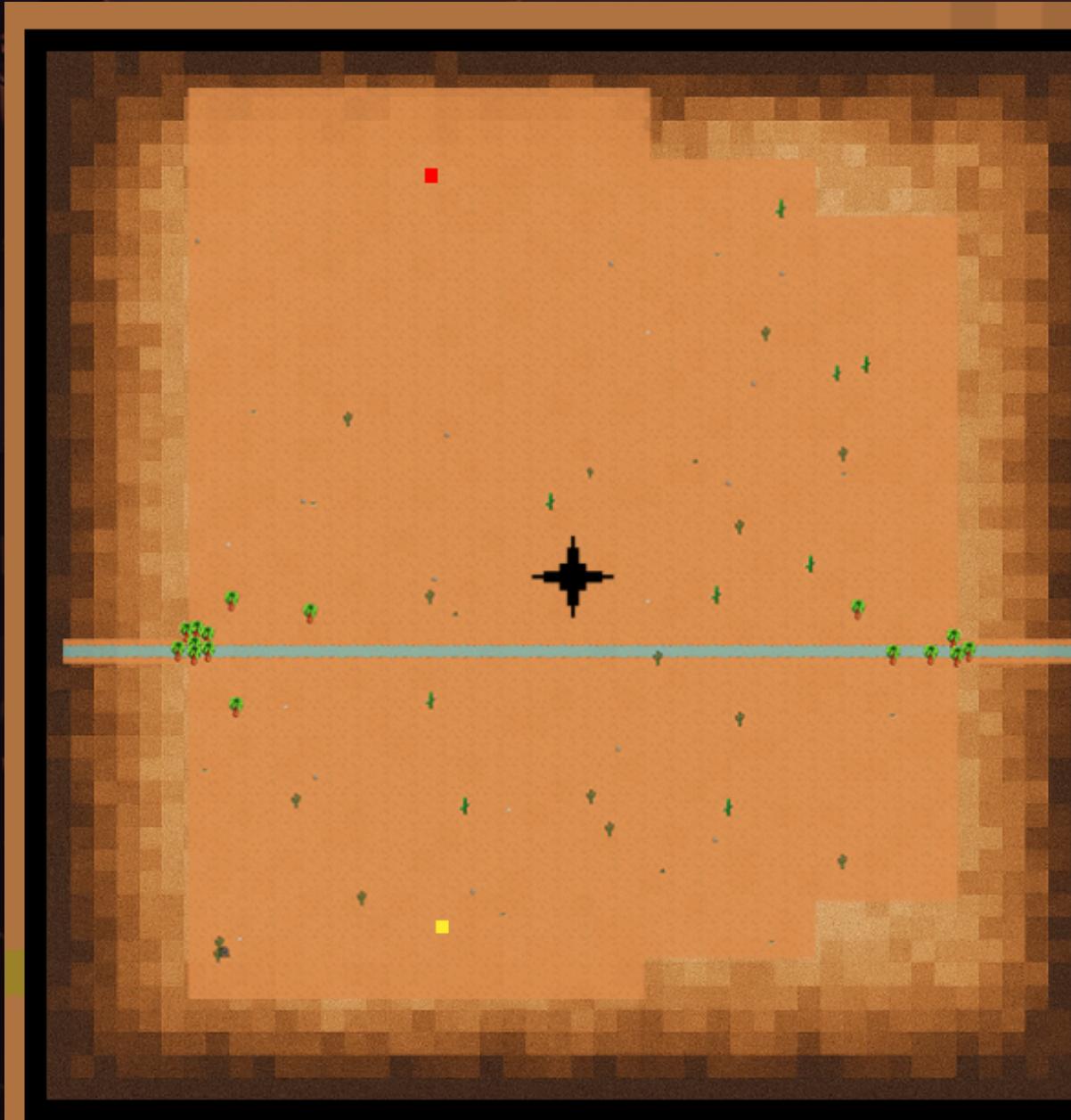
WANTED

REWARD

# MINIGAMES

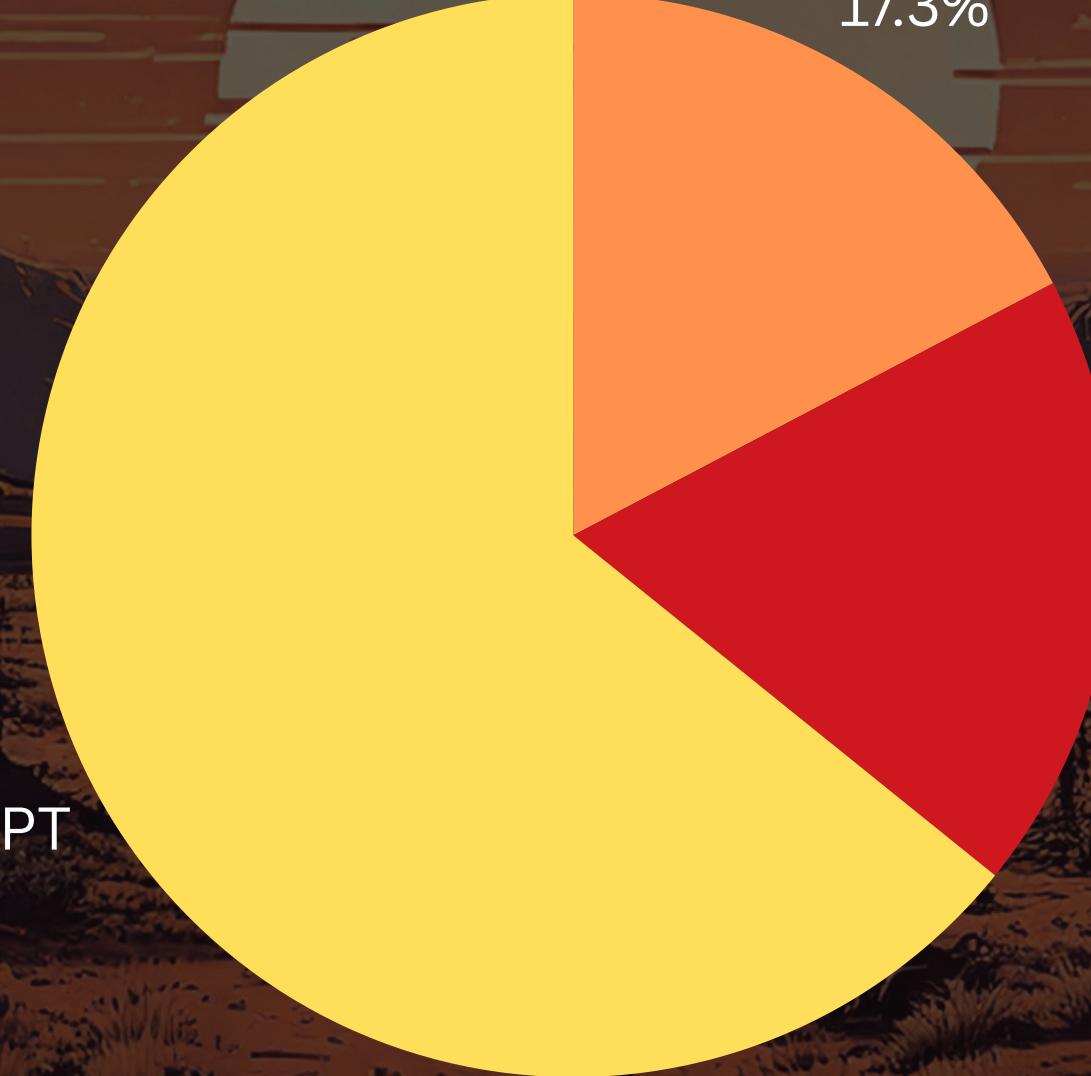


# Code Highlights



```
106 const mapHeight2 = 10266;
107 const minimapHeight = 200;
108 const scale = minimapHeight / mapHeight2;
109
110 function updateMinimapViewport() {
111     const scrollX = map.offsetLeft * -1;
112     const scrollY = map.offsetTop * -1;
113
114     minimapViewport.style.left = `${scrollX * scale + 16.5}px`;
115     minimapViewport.style.top = `${scrollY * scale + 14}px`;
116 }
```

# Code Balance



60 Commits

# Projekt Details

82 Images

125 MB

113 Tage