

IWP Final Presentation

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NEW!

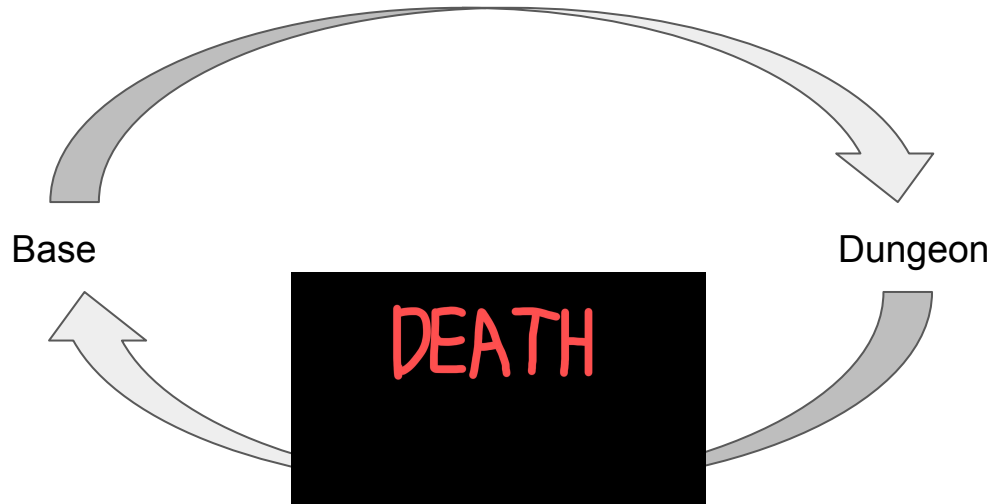
NEW!

NEW!

The Game

OVER
OVER
OVER

Platformer, Dungeon Crawler, Roguelite, Side View



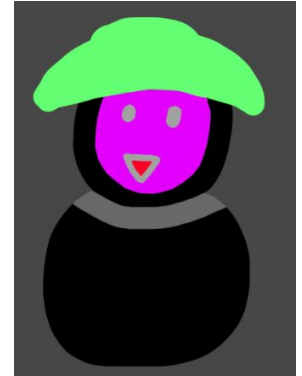
Crafting at Base

Fighting in the dungeon

Dying to go home, or just kill the boss



NPC



Schedule



Week	Work Done
1	Coming up with the game
2	Coming up with the game
3	Player movement + collisions with blocks
4	Water! & Stats
5	A Basic Weapon and enemy to test with
6	Grounded Enemy AI
7	Status Ailment Basics + Inventory
8	Rooms to play in

Week	Work Done
9	Bug Fixes for Alpha
10	Inventory drag and drop + Equipping
11	Flying Enemy AI
12	Crafting + NPC
13	Room Changing
14	Making the game a bit more pleasing to the eye
15	Bug Fixes from Playtest
16	Added Boss AI + Base Area
17	Added Audio + more Arts + Map Generation



Challenges

&

Learning points



- Not enough planning
- Somehow really bad at finding art assets and audio
- Images and scaling
- Unity
- Balancing
- Other modules

The End

Any Questions?

Things Added after presentation

Map Generation