



Team Google Stadia's Pride and Joy

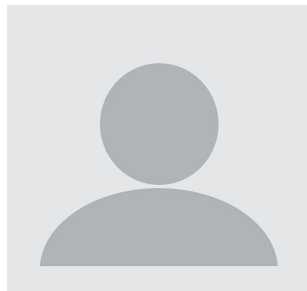
Brannon, Noah, Josh, Gabe



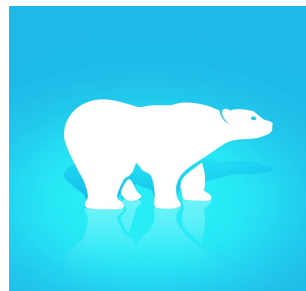
The Dev Team



Brannon Fletcher
- Level Design



Josh Knibbe
- Character Design



Noah Kuite
- Enemies



Gabe Armstrong
- Attacking
- Items

The Project

A hardcore roguelike platformer where the player begins in ancient times and progresses to a new time period after the completion of a level. The other time periods are medieval, modern day, and the future. The player can pick up items along the way to increase their power and change their weapons.



Timeline - Completed Tasks

- Character Controls
- Attack key
- First era animations
- Level 1 design
- Enemies losing health when hit
- Player losing health when hit



Timeline - Remaining Tasks

- Animations -----> 3-4 weeks
- Level 2-4 Design -----> 3 weeks
- Enemy design and functionality ---> 1-2 weeks
- Items -----> 5 weeks
- Audio -----> 1 week
- Menu UI -----> 1 week



Use Case Description - Controls

- The user presses either 'a' to move left and 'd' to move right. The space bar will make the character perform a jump to reach higher places. When the user stops pressing the keys the character will stop moving.
- This use case is tied to requirement 1.2 - The character shall move when the appropriate movement key is pressed
- One of the key requirements, without it the game would be unplayable.

Character Animations

PISKEL



Level Walkthrough



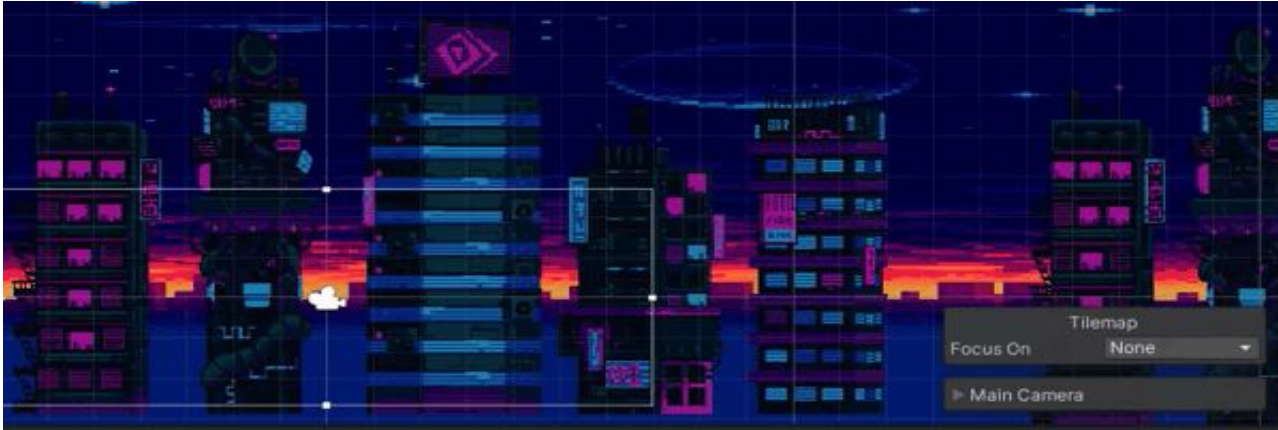
- Castle Structure with spikes and little platforming
- Short and Sweet beginning of age

Level Walkthrough - Part 2



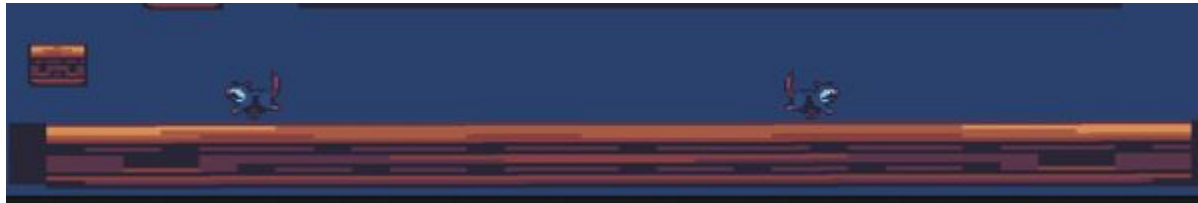
- Beginning of second level of medieval age
- There are more segments to the level (GIF maker can only go so long)
- Harder enemies and more platform within a castle

In-Progress



- The prototype background of the future age within the game

Enemies



Attacking





STADIA