

Demigod Dungeon

SYNOPSIS

A 2.5D platformer where you must use your vision to help create the way forward.

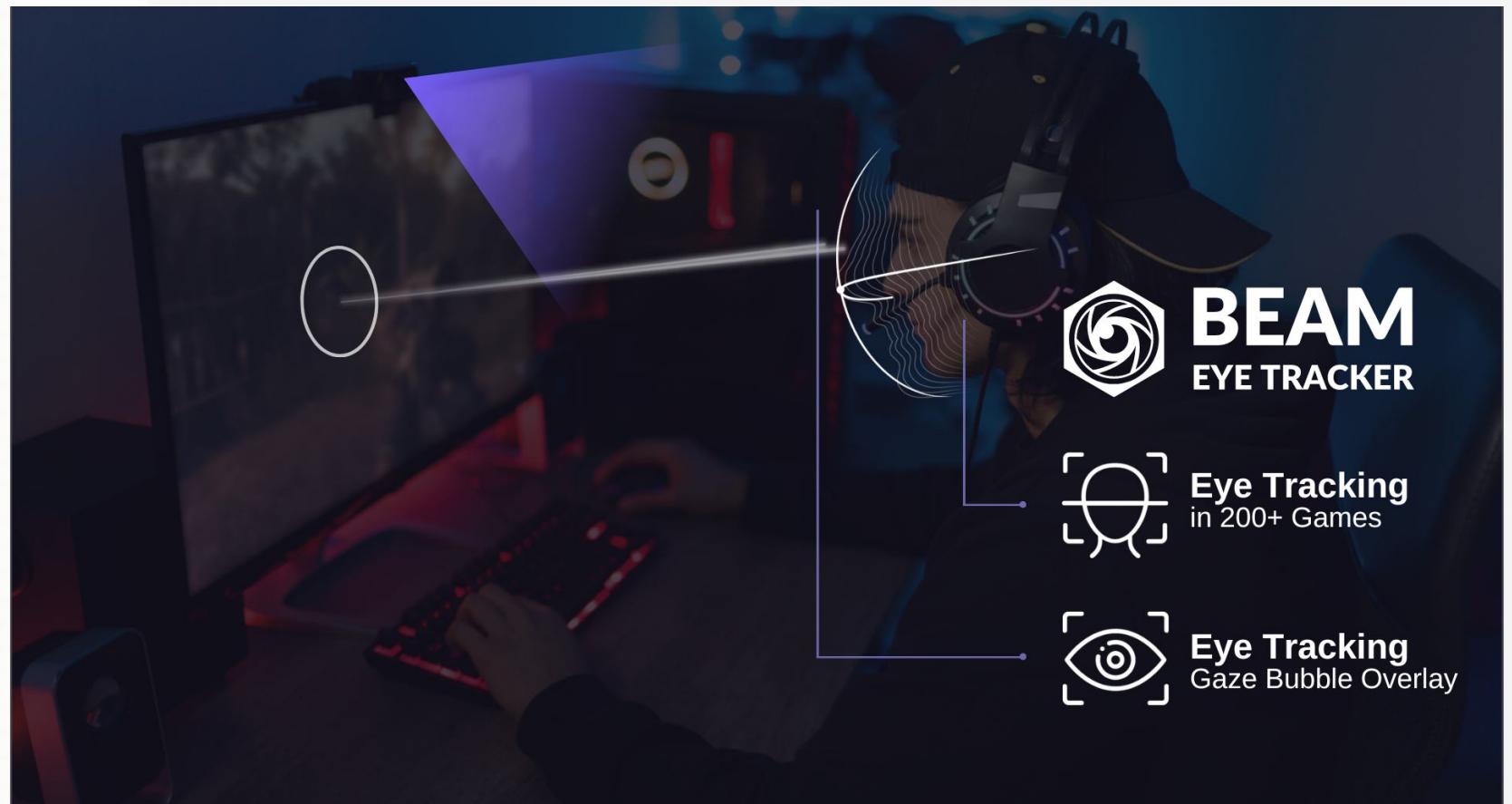
Run through a dungeon as Arachne
Petrify your enemies as Medusa
Coordinate yourself to move forward

Video Link : <https://youtu.be/TCB17H6LBXE>

GAME CONCEPT

EYE TRACKER BASED

Opportunity to utilize the Tobii Eye Trackers Wanted a challenging but satisfying experience .

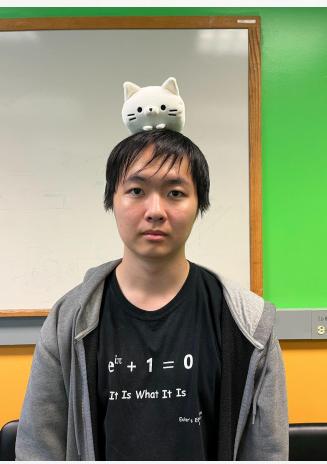
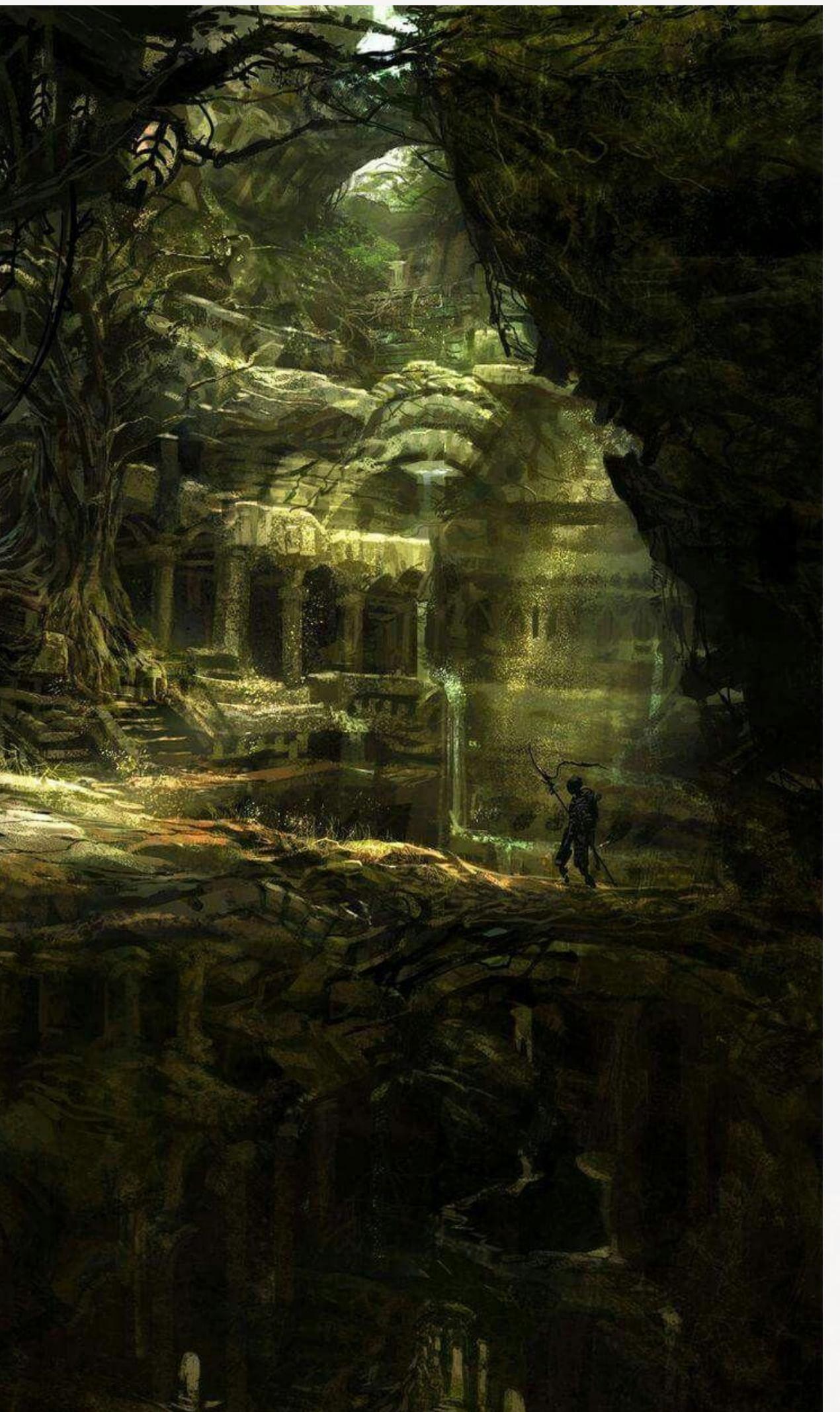
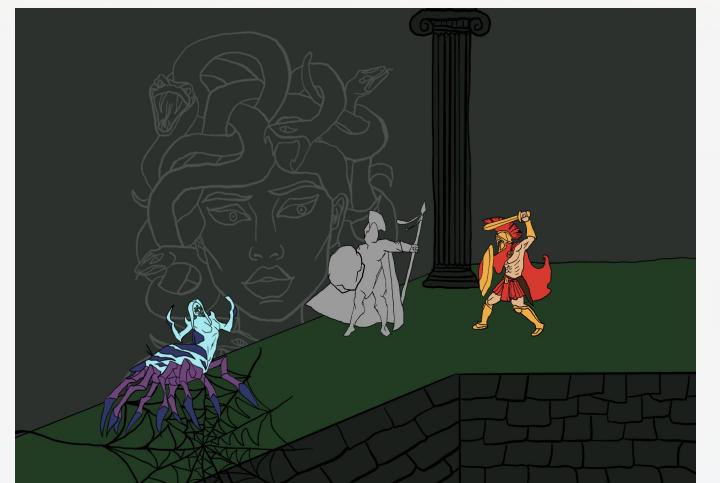


COLLABORATION

I made most of the 3D assets and all the 2D art. For example, I made the background, tiles, Harpy, and the 2D UI.



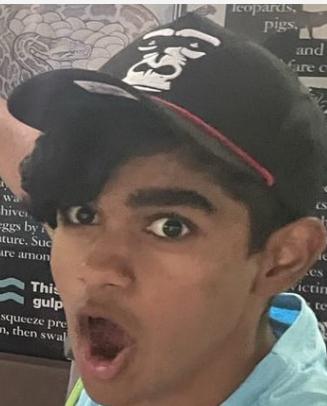
Themed around Greek Mythology Dark dungeon atmosphere



William
Designer,Programmer



Darrien
Sound
Designer,Programmer



Pranav
Producer,Programmer



Me
Designer,Artist
UI Design,3d Modelling



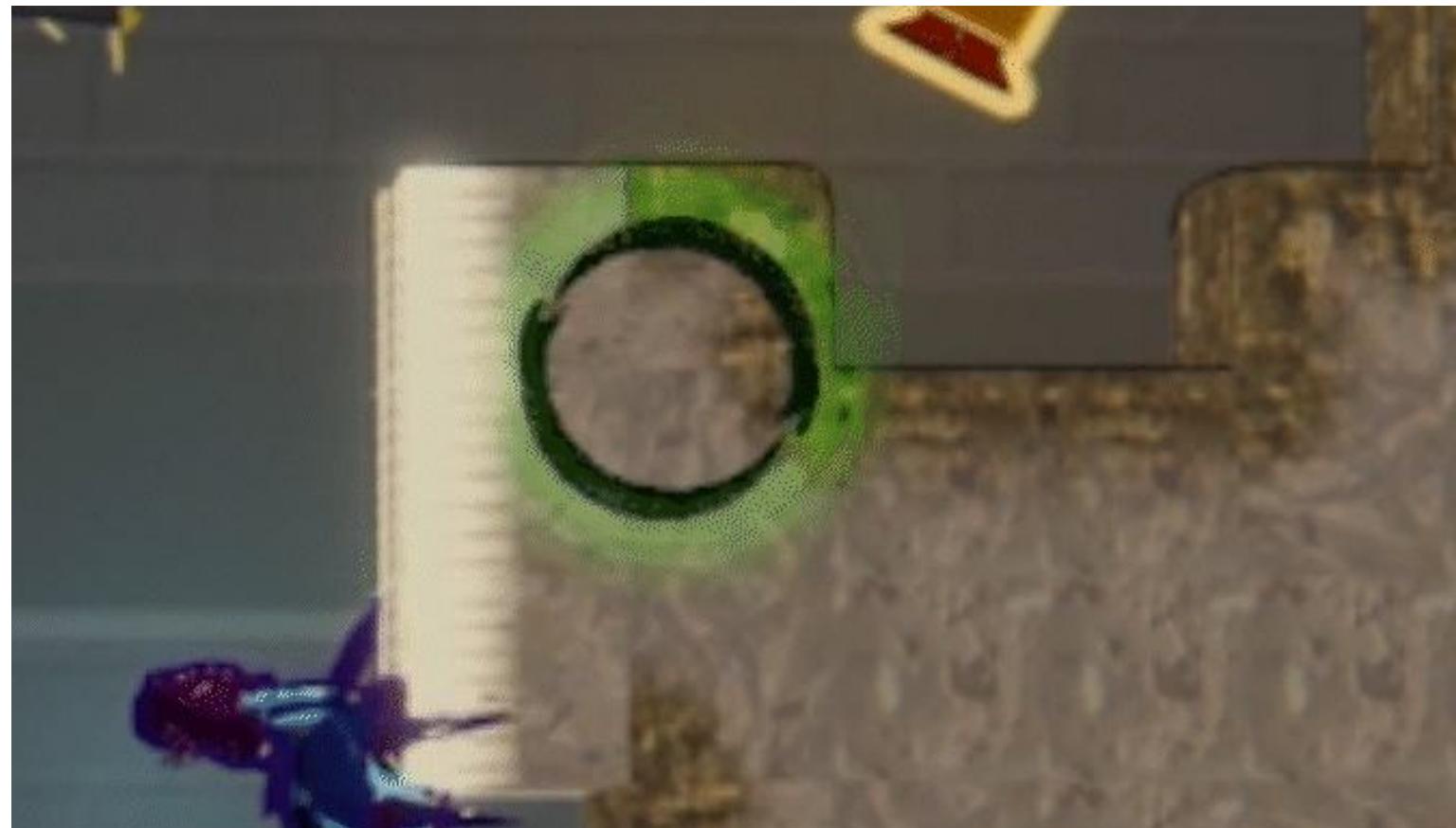
Brooks
Artist

MECHANICS

ARACHNE



2D PLATFORMING



WALL CLINGING

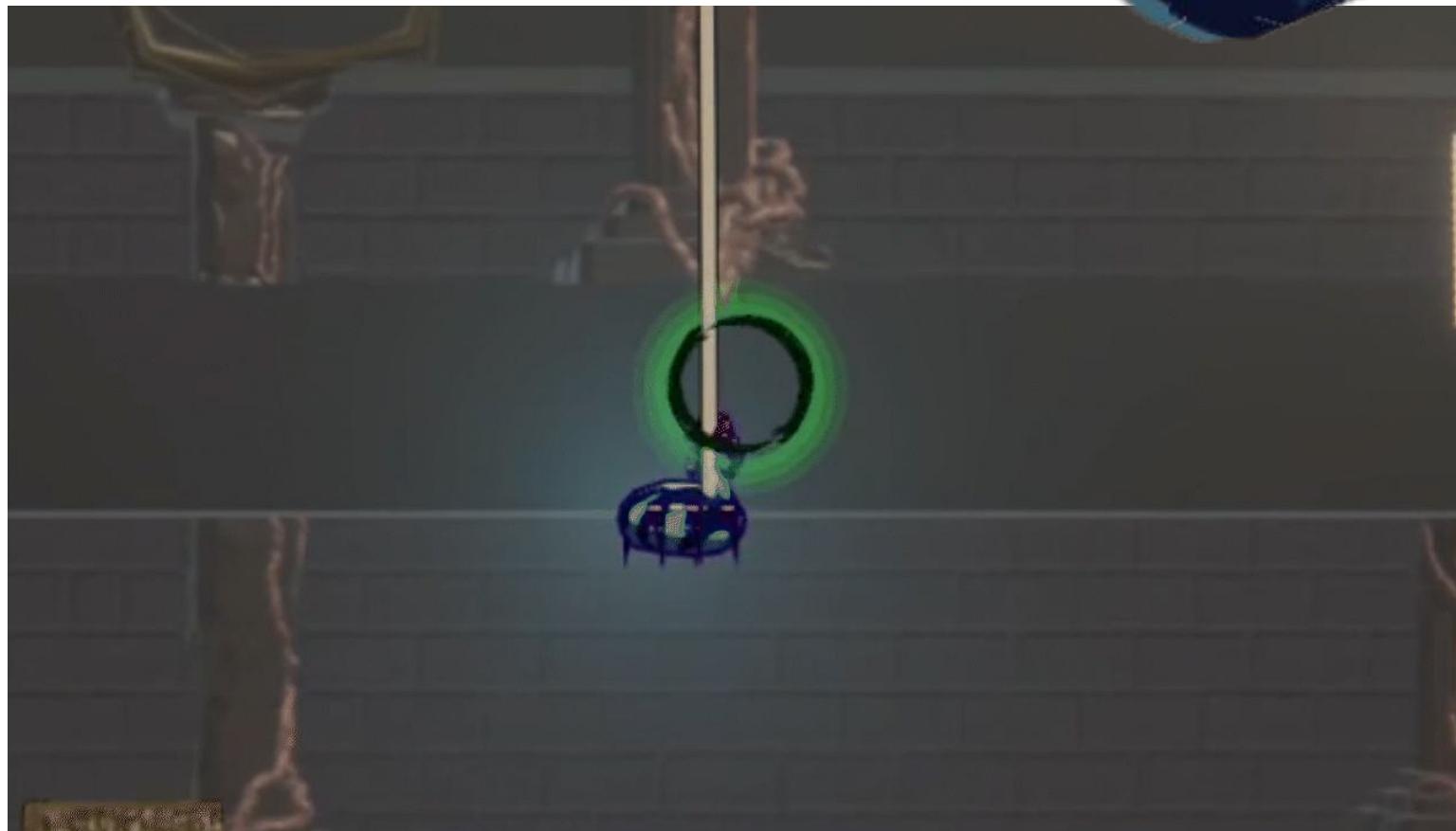


WEB CLIMBING

Attaches a web to sticky walls

A second press pulls the player in that direction

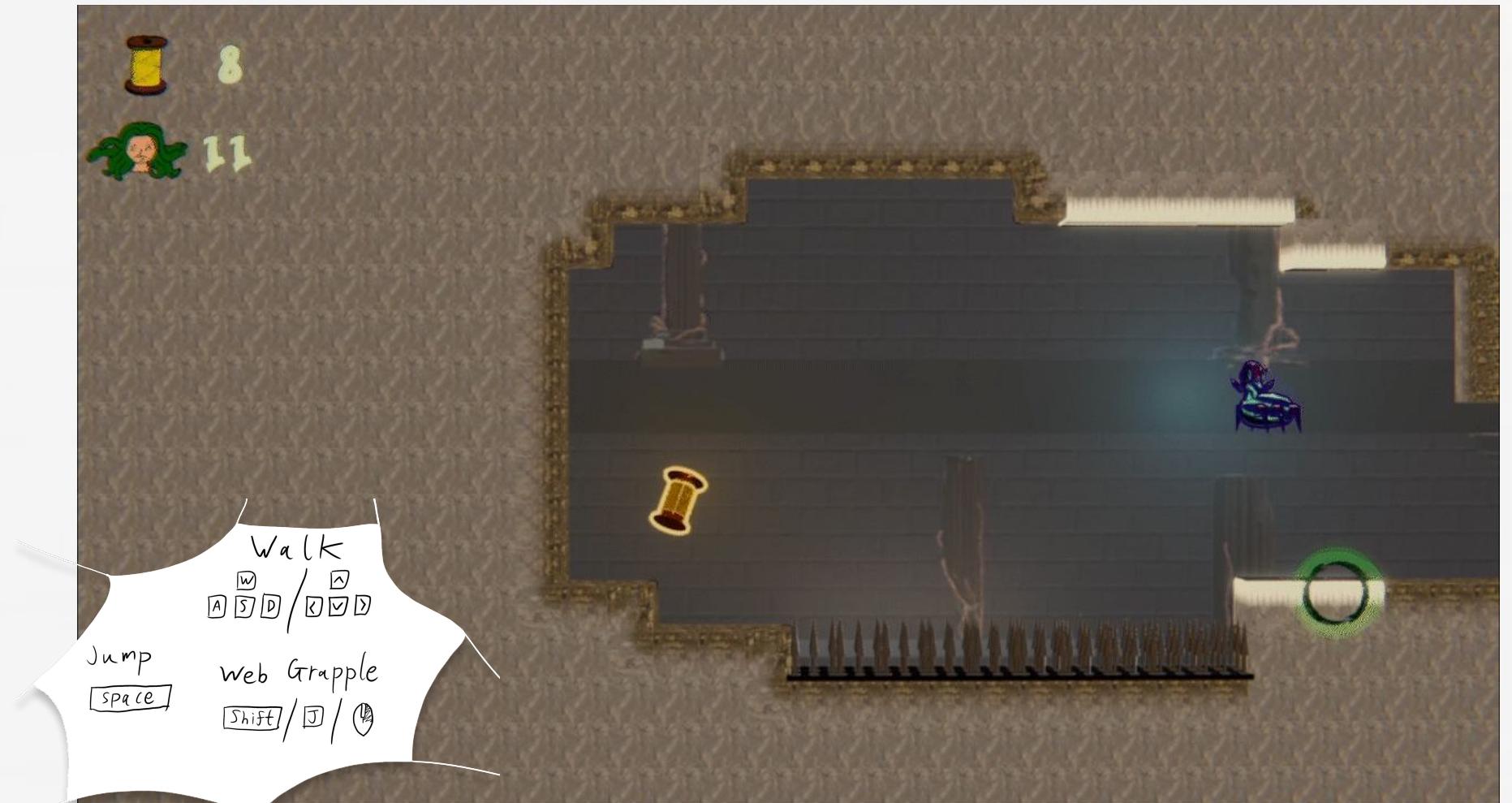
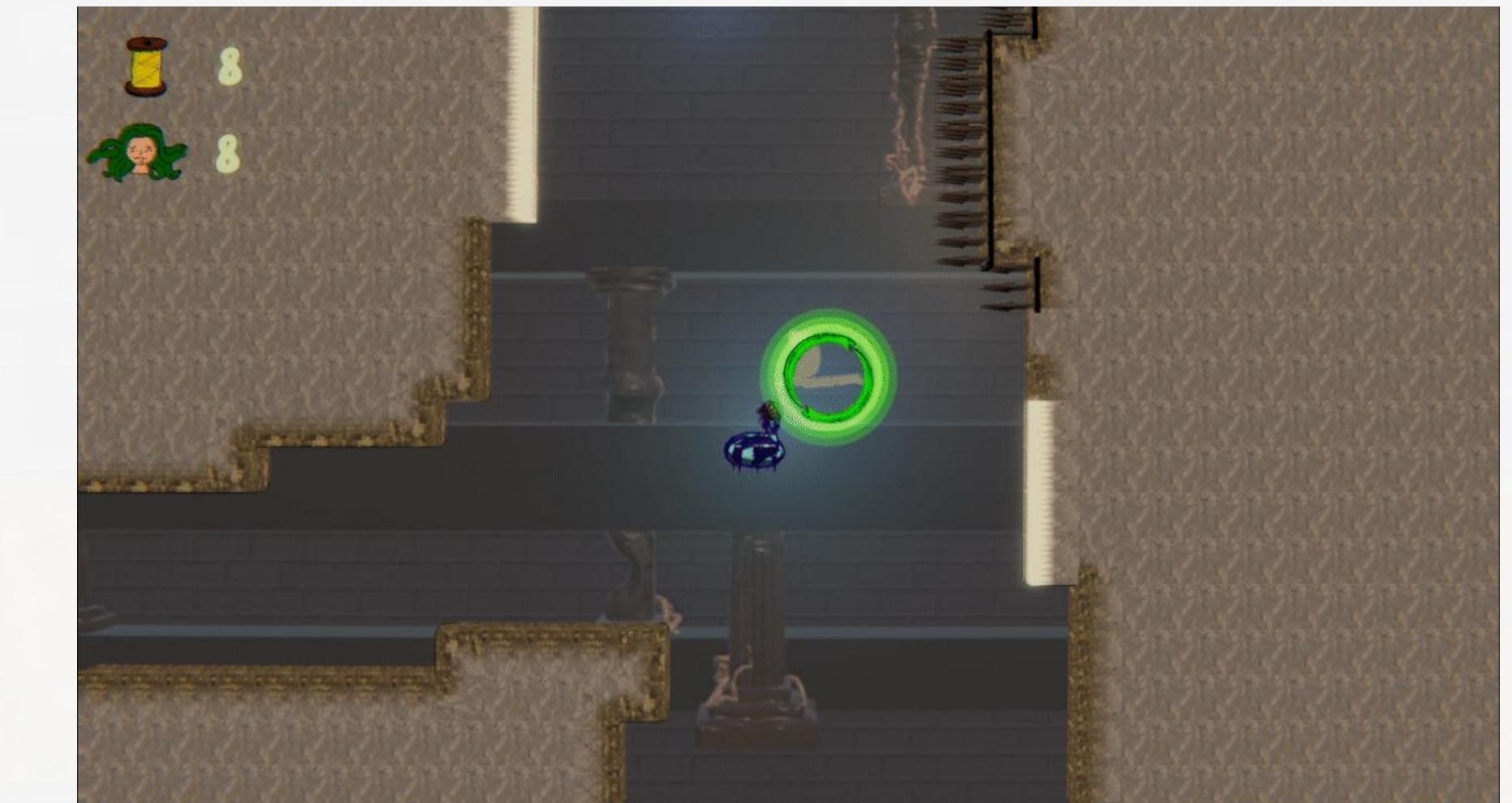
Momentum carries through grapples



WEB CLIMBING



PROCEDURAL ANIMATION



PETRIFICATION



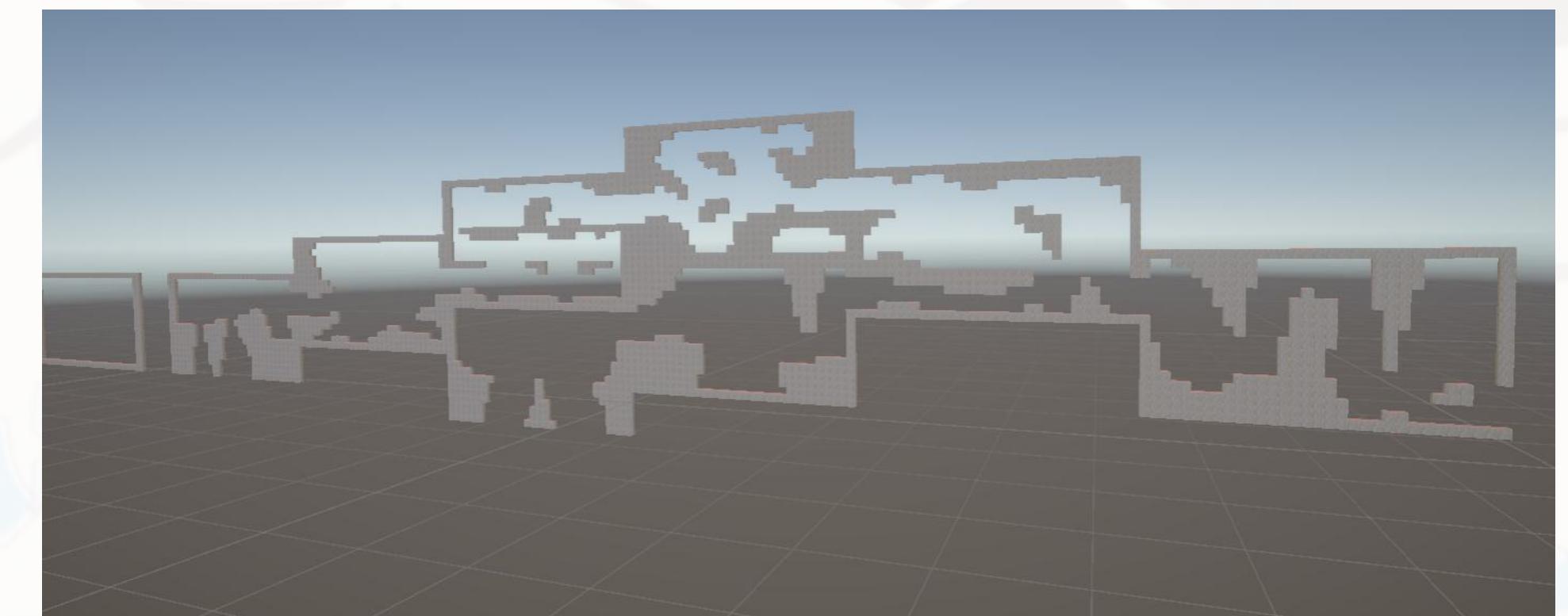
- Uses the Tobii Eye Tracker or Mouse
- Petrified enemies can be stood on for platforming
- Activate buttons/falling platforms for puzzles



- Built to interact with innate Tobii calibration software
- Auto Lock-On mechanic for visual feedback

CAMERA CONTROL

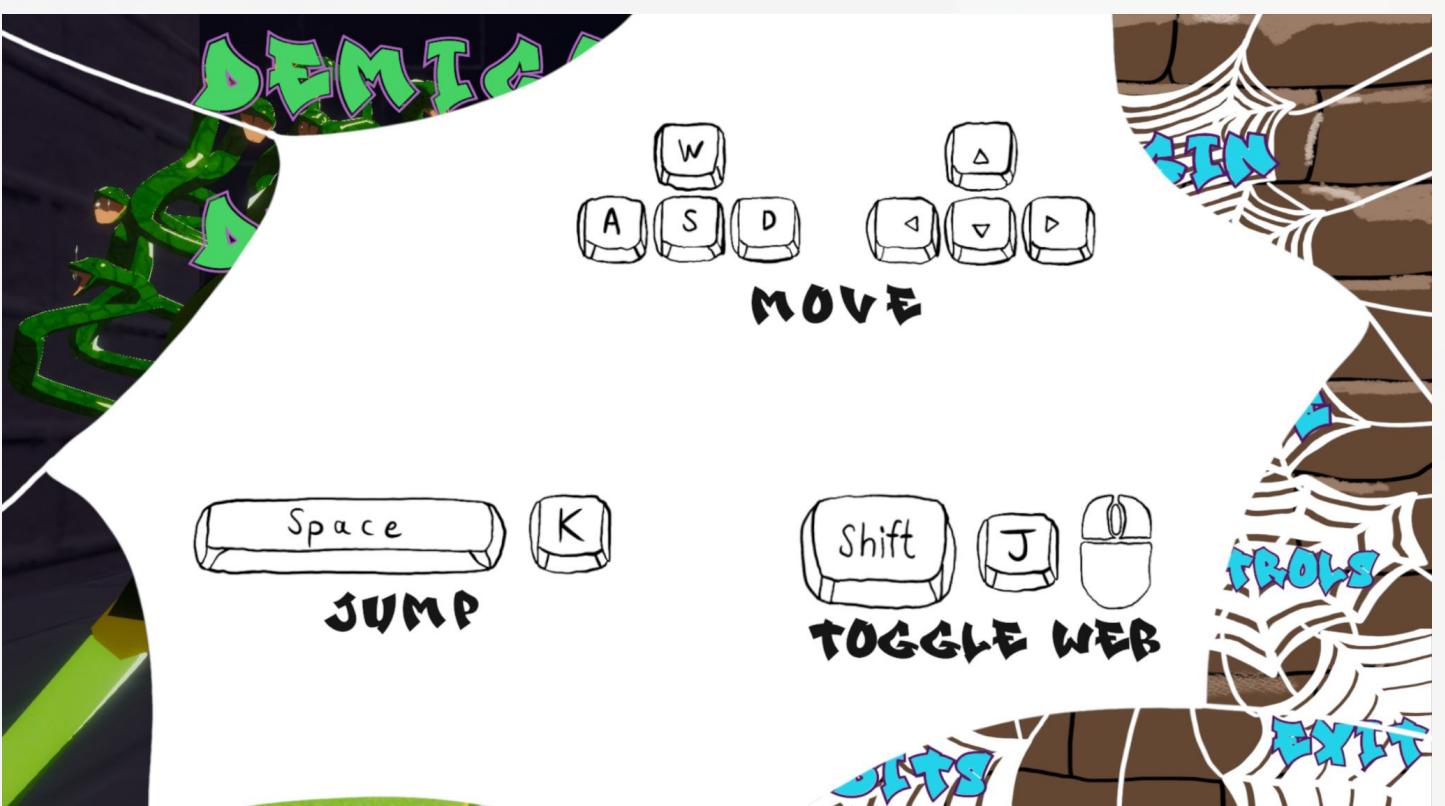
Unity's Additive Scenes to optimize loading Cinemachine for smooth screen slides Background Parallax effect when transitioning screens



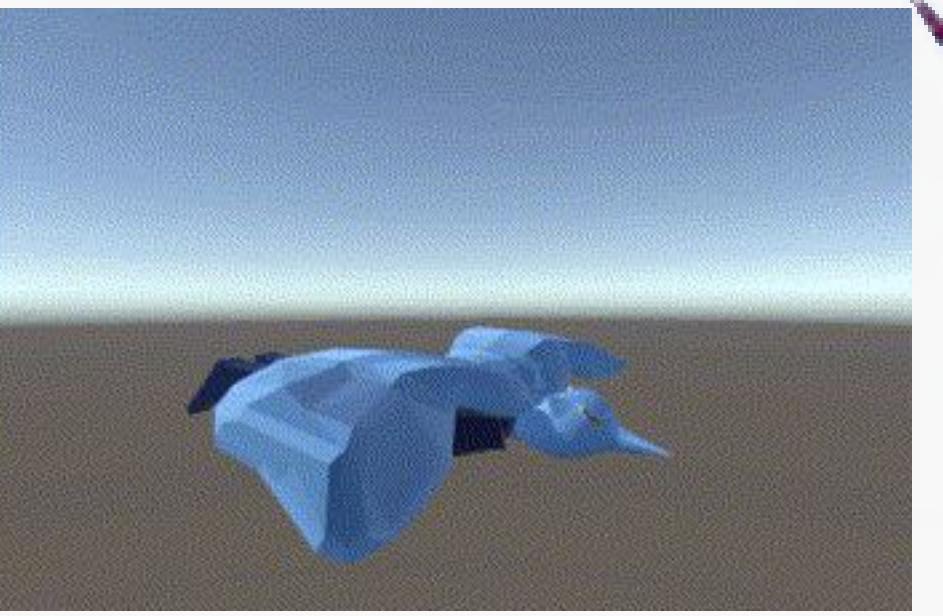
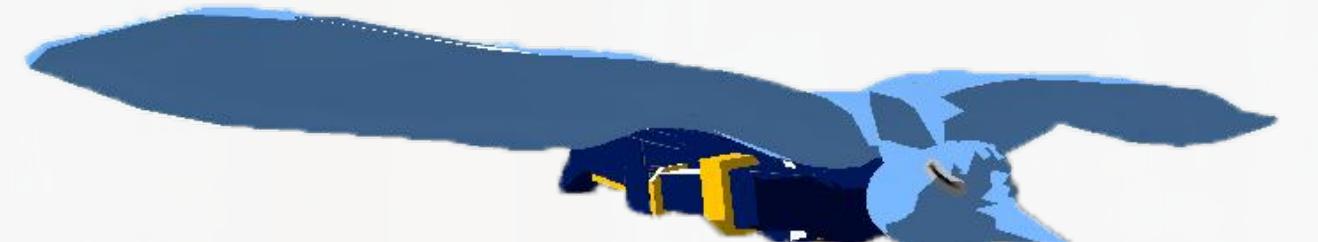
CHARACTER DESIGN

Medusa

Medusa and Arachne is collaborating to escape the dungeon made by Athena. Medusa is represented in the game as a green mark while Arachne is the character we control.



HARPY



SPARTAS



ANIMATION



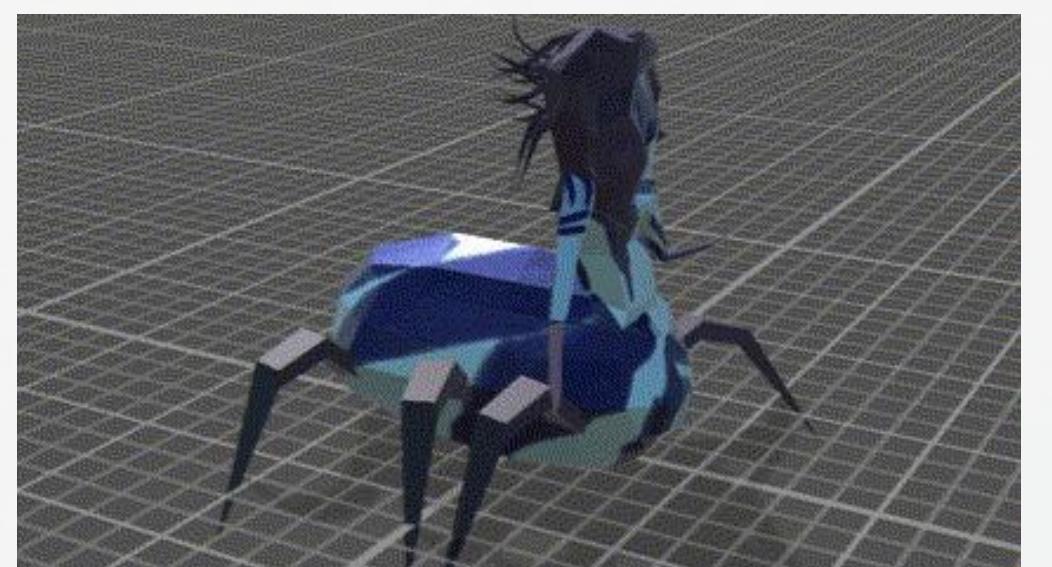
IDLE



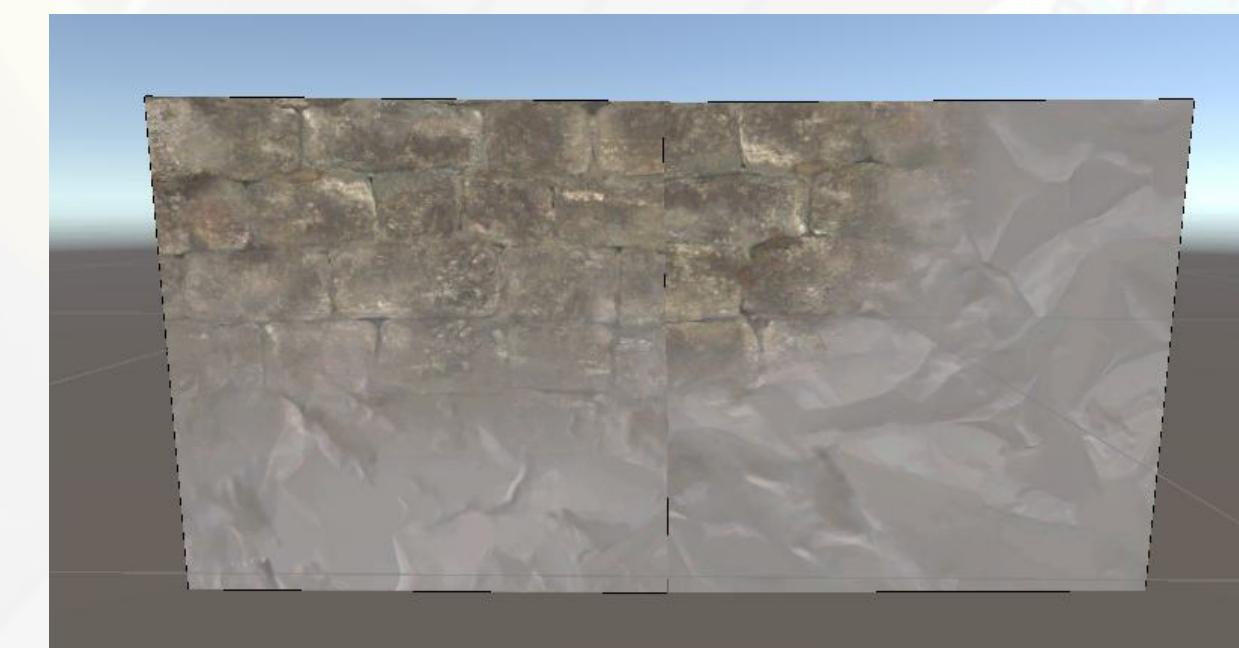
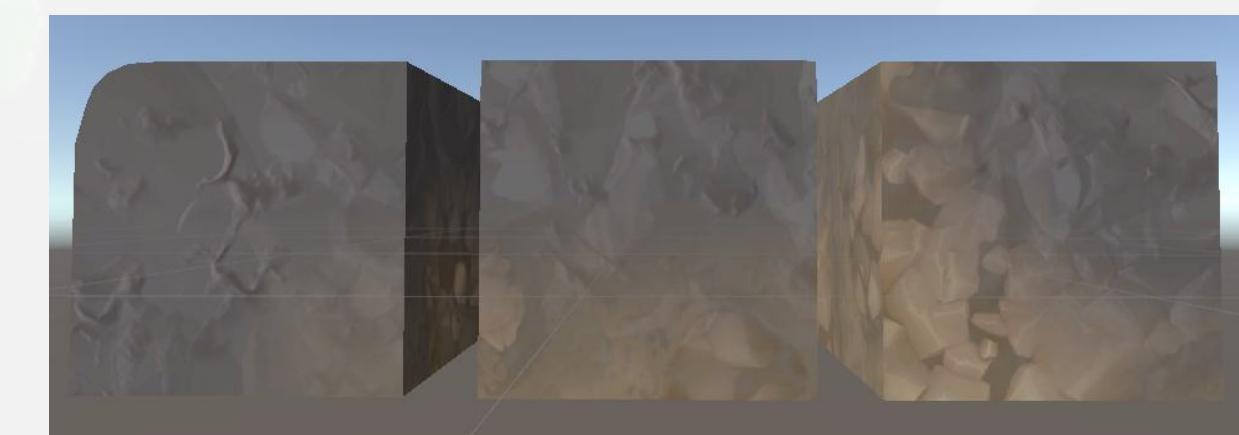
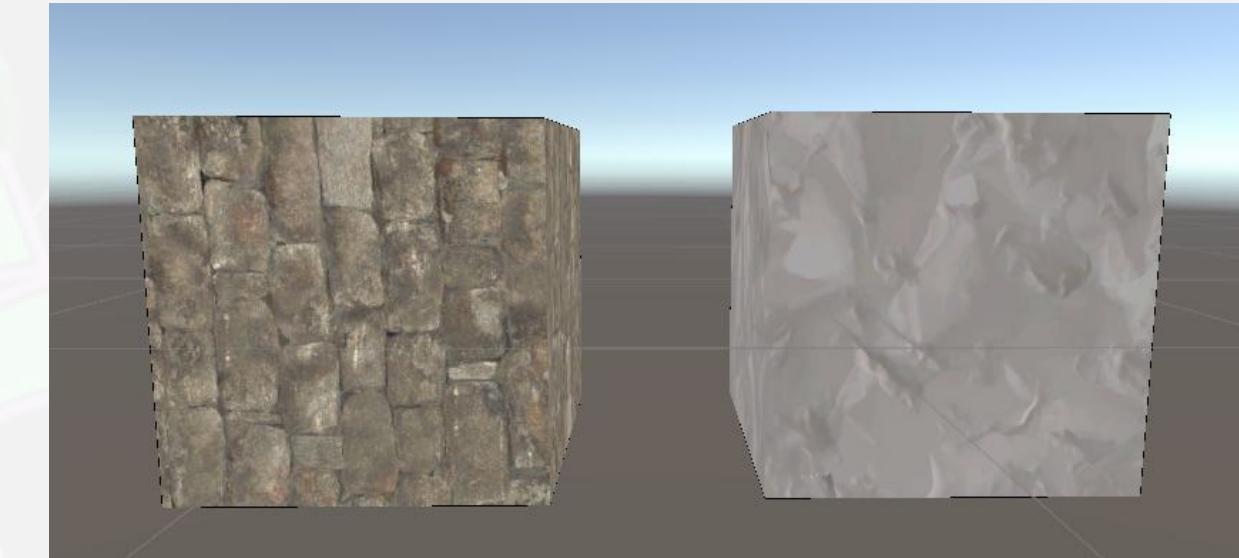
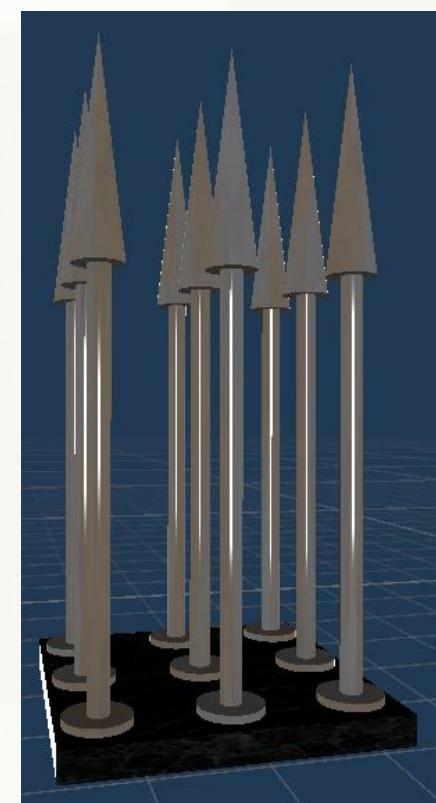
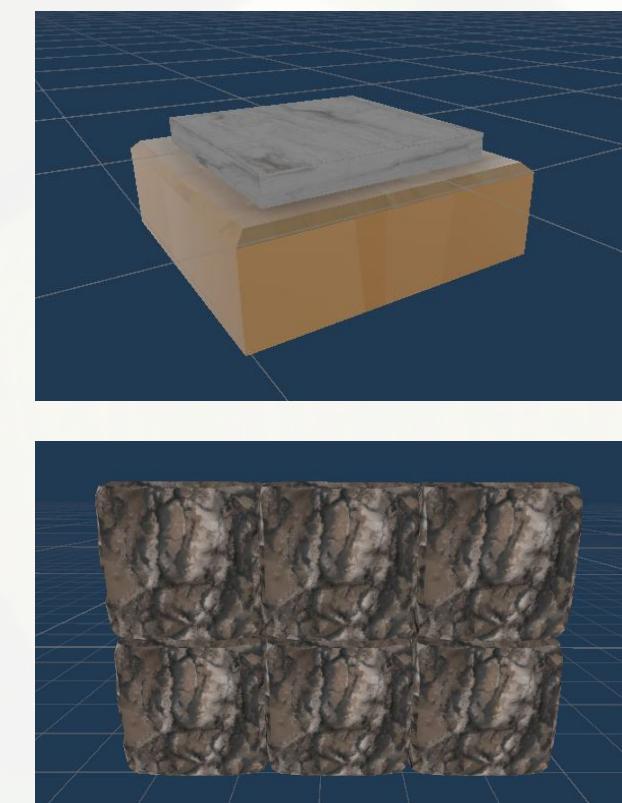
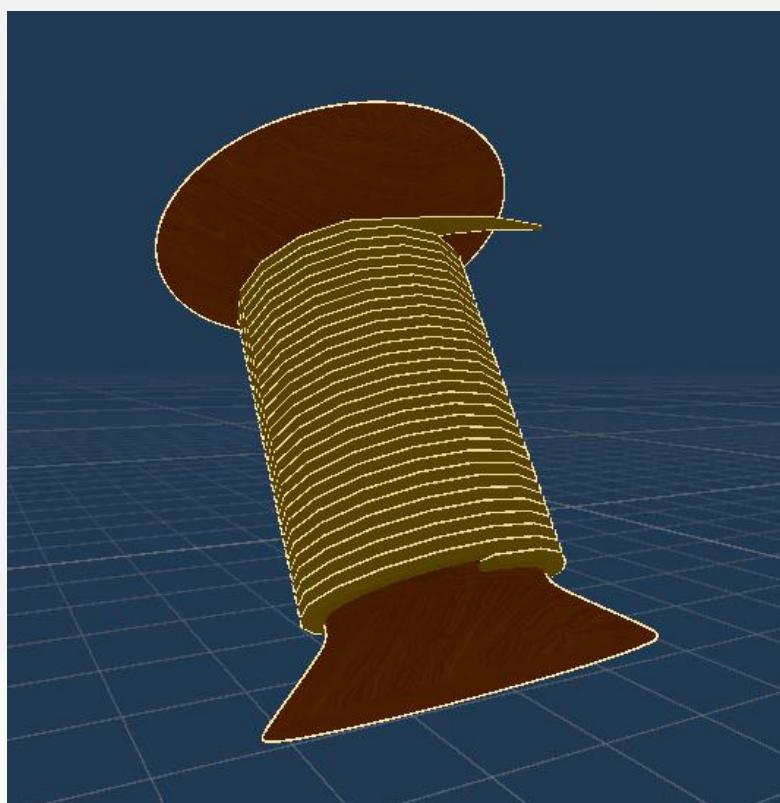
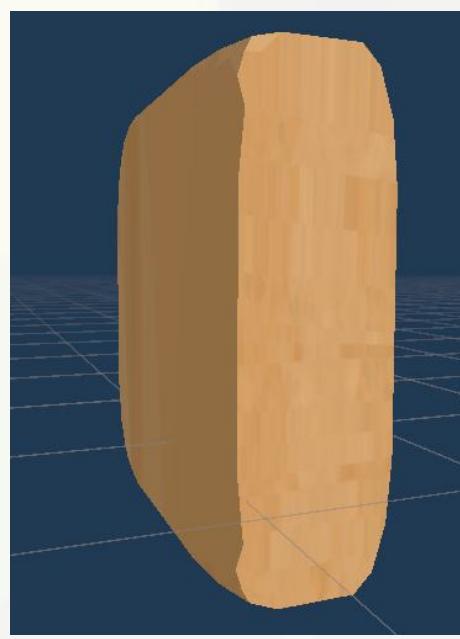
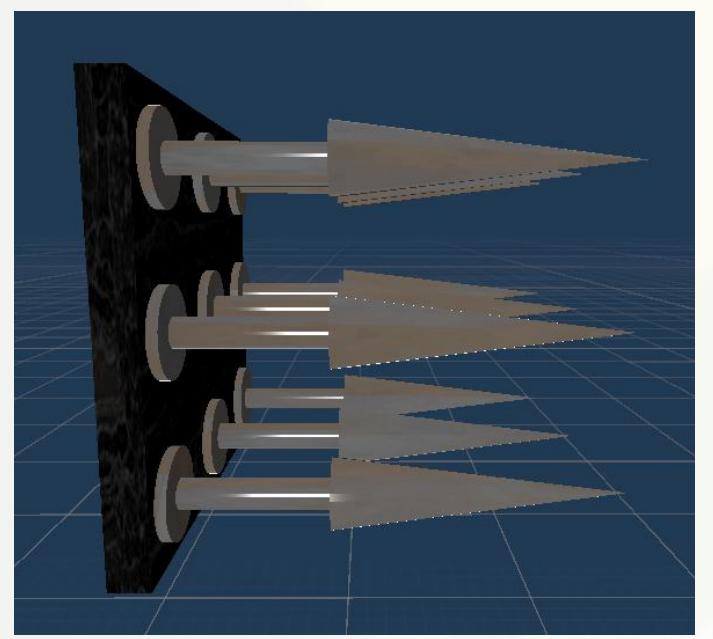
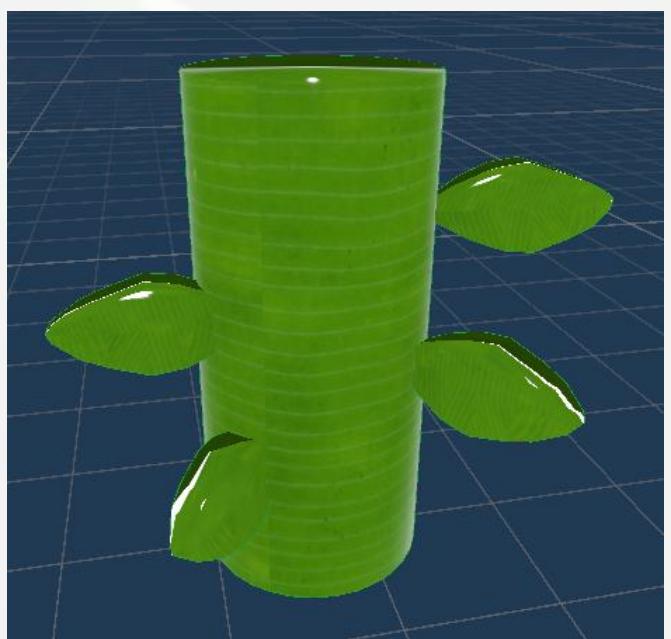
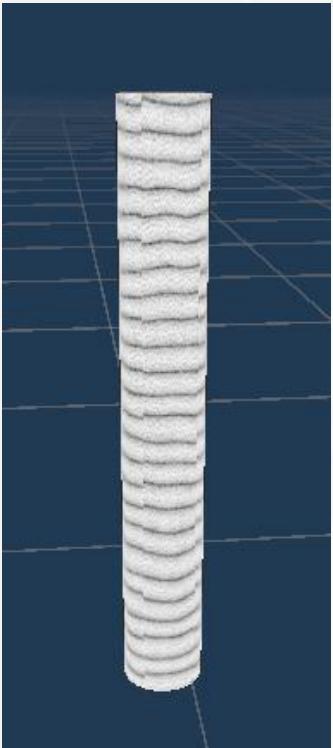
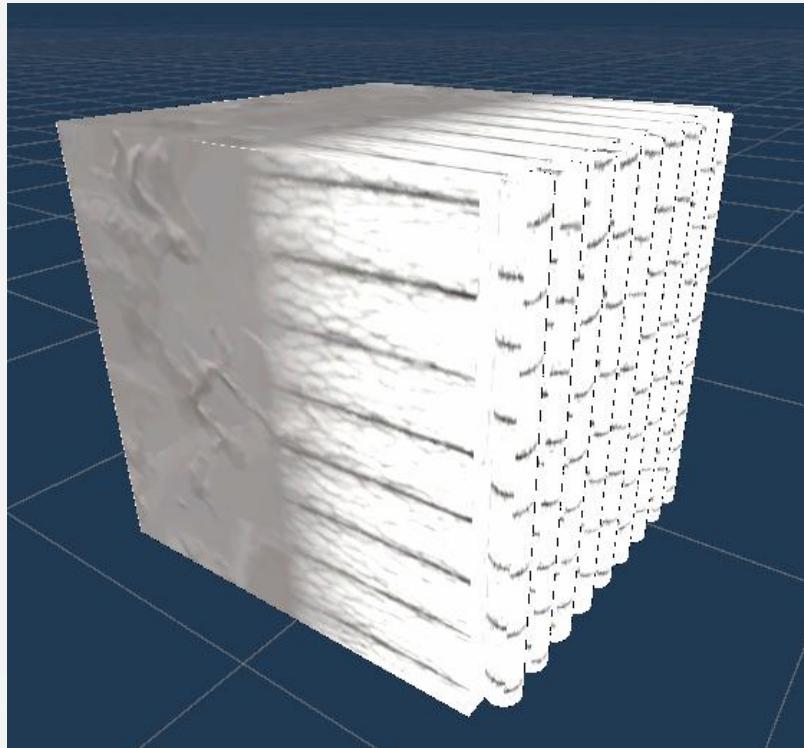
JUMP



WALK



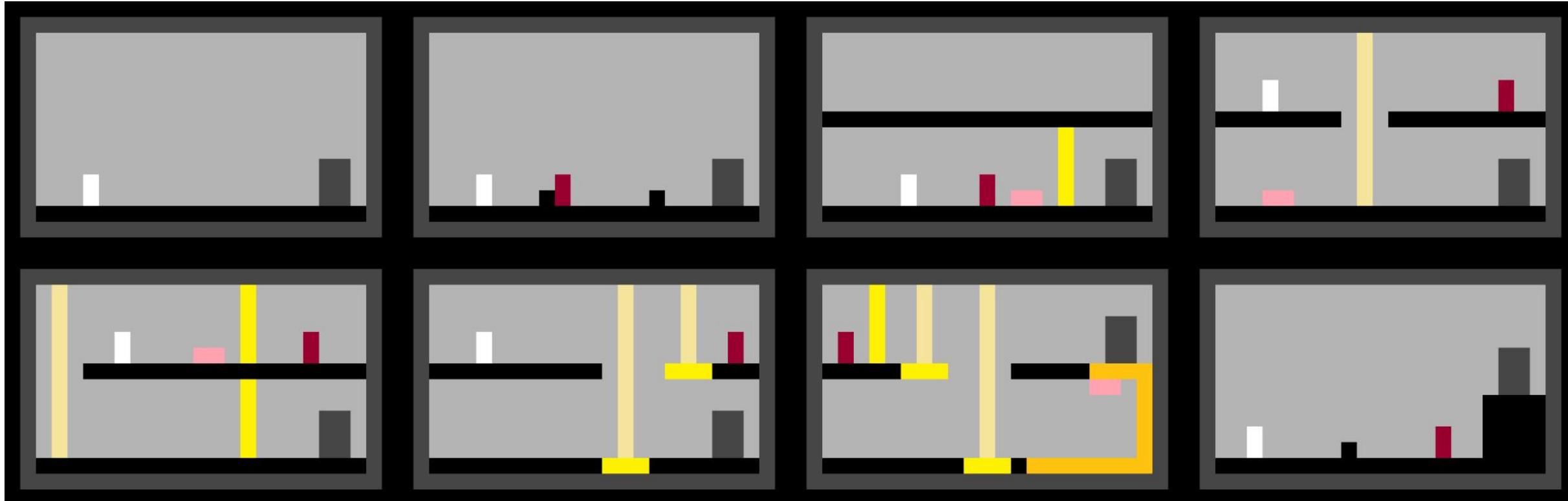
ART&UI



Levels

EARLY BLOCKOUT

Linear, disconnected rooms each teaching the player something new



DIFFCULTY CURVE ADJUSTMENT

Progressive Level Design: Start with simple layouts and gradually introduce obstacles and interactive elements, allowing players to adapt to eye-tracking controls step-by-step.

Balanced Difficulty Curve: Implement a smooth, escalating difficulty curve, ensuring players feel a gradual increase in challenge without sudden difficulty spikes.



PLAYTEST & CHANGES

PROTOTYPE 1.0

Issues: Early level was too difficult.

Reduce early level difficulty: Simplify jump distances and add more platforms to help players gradually get accustomed to eye-tracking controls.



PROTOTYPE 2.0

Issues: Spike locations were unfair.

Optimize trap placement: Adjust spike locations to avoid blind spots, ensuring players have enough reaction time.

