Abstract Roguelike

Abstract Roguelike is a roguelike game.

The game consists of procedurally generated dungeons which must be navigated without dying while accumulating the highest score possible.

There is a light grey fog that lifts and reveals the map as the player moves around.

The game includes three types of enemies with unique behaviour.

The game includes three types of collectible items that affect player state or score.

The difficulty increases with each level.

How to Play 1: The User Interface

Controls:

The game is controlled with the keyboard.

Movement:
W: Move player north/up.
S: Move player south/down.
A: Move player west/left.
D: Move player east/right.
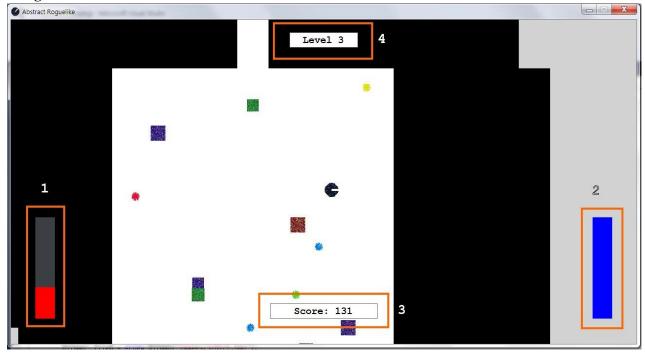
Projectile:
↑ arrow key: Shoot fireball north/up.
↓ arrow key: Shoot fireball south/down.
← arrow key: Shoot fireball west/left.
→ arrow key: Shoot fireball east/right.

N: Start new game

The game window:

The numbered items highlighted with orange provide the player with information about the current game.

1)   Health bar (red). This shows the remaining health the player has. If this reaches zero the player dies and the game is over.

2)   Mana bar (blue). This shows the amount of mana the player has to shoot fireballs. No mana means no fireballs.

3)   The player's current score. The player can increase the score by collecting loot items and killing enemies.

4)   Level shows the current level the player is on. As level increases the number of certain enemies increases, and the damage the player takes per hit increases.

How to play 2: Characters

The Player. This is the character the player controls.

The Random. Moves randomly.

The Chaser. Chases the player if the player is close enough. If player moves far enough away or hides behind a wall the chaser can lose interest.

The Turret. Does not move, but shoots fireballs in random directions that cause a significant amount of damage to the player.

How to play 3: Items

Health ball. Randomly spread around map. The player should pick these up to gain health.

Mana ball. Randomly spread around map. The player should pick these up to gain mana.

Loot ball. Randomly spread around map. The player should pick these up to increase the score.

How to play 4: Miscellaneous things

Enemy fireball. If these contact the player they cause damage to the player.

Warp. There is one randomly placed in every level. When the player makes contact with this they will be transported to the next level.

Blood splatter. When the player dies their mortal remains will be displayed. The game is over.

How to play 5: Combat

The player can damage enemies by hitting them with fireballs.

If the player has no mana, physical combat can be initiated by colliding with enemies. This will cause damage to both characters over time, and the damage the player takes increases with each new level.