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Devlog #3: Barony

Barony is a co-op dungeon crawl game created by Turning Wheel LLC. It uses a proprietary game engine and has recently been updated with its “Quality of Death” update. I find barony to be a difficult game since you start the game in a dark and harsh dungeon with minotaur’s randomly spawning on levels. These minotaur’s will hunt you down and destroy anything in its path. To progress in Barony, you must find trap doors that take you deeper into the dungeon. If your entire party dies, the game is over. If you die, you will respawn on the next level, once your party has reached the exit to the current level.

Making a game in your own custom engine comes with many benefits, but it does also mean that you need to spend time and resources creating the engine. I feel that the developers ran into many challenges when it came to creating mechanics that would be easier to make on pre-existing game engines.

Barony borrows and introduces many different elements from other fantasy dungeon crawl games. It is made in a voxel environment and does offer the player the ability to destroy the level to make it easier to traverse. There are some issues however, like being able to level your magic abilities before the game starts and being able to shoot at enemies far away without them being able to path towards you.

All levels are procedurally generated so the game offers lots of variety each time you play. Additionally, there are characters and classes that help mix things up. To a potential player, I would say Barony is no walk in the park but can be fun in a large group. However, it is easy to become under level when playing in co-op. For an investor, I would say Barony’s recent update will bring in new players as well as its recent introduction to the Nintendo switch, will promote a larger player base.