Not Important – Team X

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Genre - Top-down 2D rogue-like

Core idea

A player-controlled hero is trying to survive in a battle-arena, using various ways to fight waves of enemies. The combat will be made up of spells, melee and ranged attacks. The game will be set in a fantasy setting featuring weapons and monsters. The main focus of the game is smooth gameplay and a "crisp" feeling delivered by custom pixel art graphics, animations, and music.

Feature list

- Grid pathfinding (Only Enemies)
- 2D pixel art animation and VFX
- Destructible environment
- HUD
- Non-trivial AI

Game design

- Custom made 2D-pixel art graphics
- Fantasy-like setting
- Focus on Windows OS
- Custom made music and sound-effects
- Minimalist GUI

Controls

- Keyboard to move and use certain abilities
- Mouse to direct attacks and abilities