



# Legend of Night: Crawl Back from Hell

Final Presentation

By Aidan and Rory

# Improvements From Midterm

## Feedback:

- Some controls not intuitive
- Bugs with collision, area triggers, attacks
- Want a stamina system
- Add Sound and Music
- Add new enemies and Levels
- Make assets flow better
- More movement options
- Add pickups/consumable items

# Improvements From Midterm

“Some controls not intuitive”

- Added Controls Screen
- Keep many methods of controlling



# Improvements From Midterm

“Bugs with collision, area triggers, attacks”

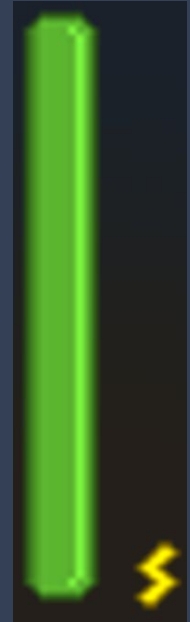
- Altered player states
  - No more overwriting triggers
  - Deferring hitbox activation



# Improvements From Midterm

“Want a stamina system”

- Added it
- Reduces stamina when rolling and attacking
- Auto heals as to not slow down gameplay



# Improvements From Midterm

## “Add Sound and Music”

- (Almost) All scenes have sound
  - Background music (8bit)
    - Loops
  - Attacking/Jumping/Landing SFX (16bit)



# Improvements From Midterm

## “Add new enemies and Levels”

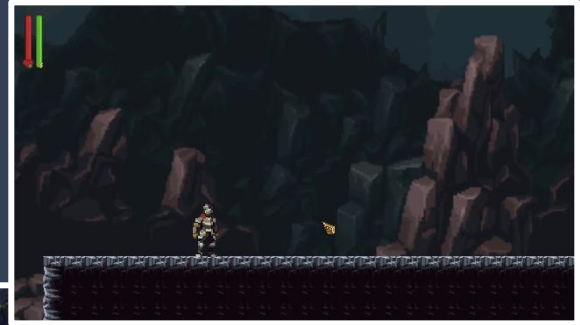
- No new levels
- New common bat enemy
  - Ignores collision, flies all around the screen
- New final boss enemy
  - Defeat to complete the game



# Improvements From Midterm

“Make assets flow better”

- New assets
  - New background
  - Used TileMapLayer with CollisionShape2D's instead of StaticBody2D's





# Improvements From Midterm

## “More movement options”

- Added a roll function
  - Dodge roll (soulslike)
  - Immortality frames while dodging
  - Removes collision while dodging



# Improvements From Midterm

“Add pickups/consumable items”

- Added one “secret” health pickup as a top-up prior to fighting the final boss
- Heals 3 HP



# Summary of Postmortem

## Successes:

- The game is “fun” and challenging
- Creating visually appealing aspects
- Tight Controls

## Challenges:

- Utilizing State Machines
- Bats + Steering Behaviours
- Using the Engine



Thank You