

Game Project Presentation

James Vanner

A dark blue diagonal gradient bar that starts from the bottom left and extends towards the top right, covering the lower half of the slide.

Game Title & Overview

“Legend of the Fire Scrolls”

- Labyrinth escape game
- Medieval fantasy theme
- Background story

Design Decisions

- Bird's eye view
- No floor texture
- Win condition using pickups

Challenges I Faced

- Enemy node types
- Yield function

Changes I Made

- Static enemies
- No attack

Demonstration



Any questions?