



XAPHAN

ABOUT XAPHAN

Steam Tag: Action and Indie
Xaphan is a bullet hell (danmaku) shoot'em up game with a focus on shooting experience. The player will encounter monsters and powerful bosses on the journey. Beware of the approaching threats, and destroy them to progress to the next level!

THE STORY

Xaphan is a demon who rebelled the heaven. During the rebellion, he proposed to set heaven on fire, and his wild ambition lead him to also set our beautiful earth on fire with his monster army.

You are a firefighter hero who has the ability to save the earth! Please kill all monsters and bring our beautiful Earth back!

ACHIEVEMENTS

Technical:

- Learned functional programming with Elm
- Learned professional way of version control
- Practiced good coding quality and habits

Technical Communication:

- Learned drawing and creating small animations using Procreate
- Practiced team cooperation and communication)
- Learned game design (story, visuals, the poster, the booklet, etc.)
- Practiced poster design using LaTeX

GAME FEATURES

- Three levels with increasing difficulties
- Different Monsters: shoot bullets to the hero
- Hero: attack monsters with normal attack and superpowers
- Choices of superpowers
- Elude monsters' attack and kill monsters

DEVELOPER'S NOTES

Commendable:

- Spent lots of time on nice visuals
- Improved a lot on the usage of Git
- Worked hard on communication (online and offline)

Improvement Needed

- Better division of work required
- Better schedule needed (always behind)

