[Link to our edition of Moonlighter](#)

The Original Game

 Moonlighter is a PC game by Digital Sun, released in 2018. The overall gameplay is that the player operates in the capitalistic world in the daytime and goes hunting and exploring at nighttime. The capitalist endeavors allow for upgrades that can help in the nighttime activities. During the night, part of the exploration is into the dungeons, specifically the Golem, Forest, Desert, and Tech ones (there is a fifth one, but you need keys from the four previous ones to open it). The dungeons have three floors, with enemies and minibosses, as well as a dungeon boss on the final floor.

Our Demake Edition

 Our focus, since the game is quite open and complex, was on the dungeon and fighting aspect. We wanted to challenge ourselves, however there are some things that even with all of our efforts we just could not get to work as we wanted, and some of those chunks of code are commented out rather than deleted as a tribute to the efforts.

 Regarding successful creation, we created a trio of dungeon maps that were fully generated, an enemy, and a main character to play as. The player is able to control the main character with the arrow keys, and can cue an "attack" by pressing the spacebar. While there is no specific animation for an attack, there is additional movement during the attack. The enemy blob, affectionately called "Blobbert" is a monster that attacks the player, but does not chase them as Blobbert's movement is entirely randomized. Whenever Blobbert is scrunched, they are not in "attack" mode, but rather in "healing" mode, which would be the most ideal attack time for the player. The maps can be changed manually as the randomization of them was creating a slight problem during the testing phase.

 There were some parts that we could not keep, including doors to multiple rooms and score-counting. This is partially because of limitations in memory, which we knew would become a problem but did not expect it to be brought up because of doors. The door removal was a tragedy for the visuals, but also had to be done because there was not enough space in the memory. The mechanic would have been to allow a player to walk into another map or room of the dungeon. Additionally, the score-counting feature would have been amazing as a tracker of progress, however we ran into issues with overriding portions of the map without affecting the active sprites.

The sprites were, as per usual, one of the biggest successes of our game. Due to the memory conflicts we ran into from the doors and score options, we decided it would be better to create visuals for the win and loss. As a win, after defeating Blobbert you will see their little destroyed being. For a loss, the main character will shrug, as though claiming "what can you do?" which is quite funny and a pretty good solution.