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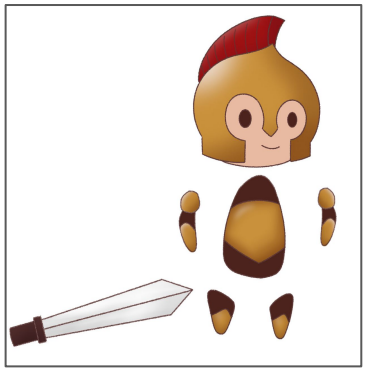
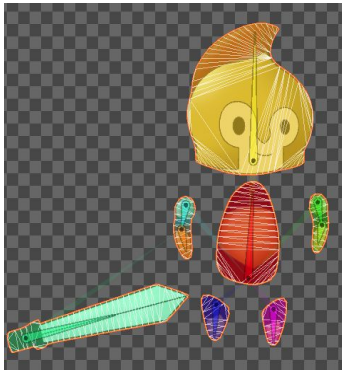
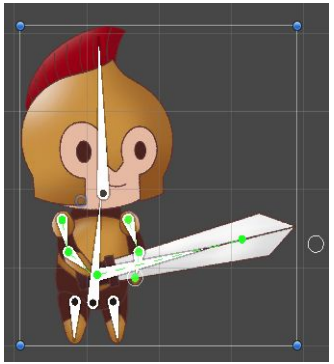
Game Summary

Descend is a cooperative 2D action role playing game. The game includes 2 different characters for which are Swordsman and Archer. The players operate within a large map, using the arrow keys and WASD keys, with non playable character (NPCs) located throughout the map, which users can interact with to jump into stages. When players enter a stage, the game will transition to combat view where the player will have to make it to the end of the stage and defeat the boss. The world levels include portals that allows the user to move onto the next world once the stages in the current world have been cleared.

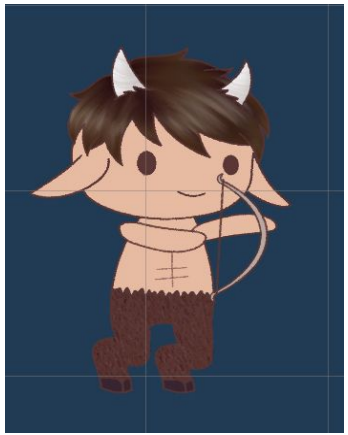
Characters



- First image: Characters are drawn by hand.
- Second and third image - Rigging - add weight and skeleton to the character in order to add animations
- Fourth image - Inverse kinematics - a component in the Unity Library, makes animating easier and animations look more natural
- Fifth - Final product - what we see when the game runs.

Characters - Players



Playable characters:

- Swordsman Warrior
- Archer Satyr

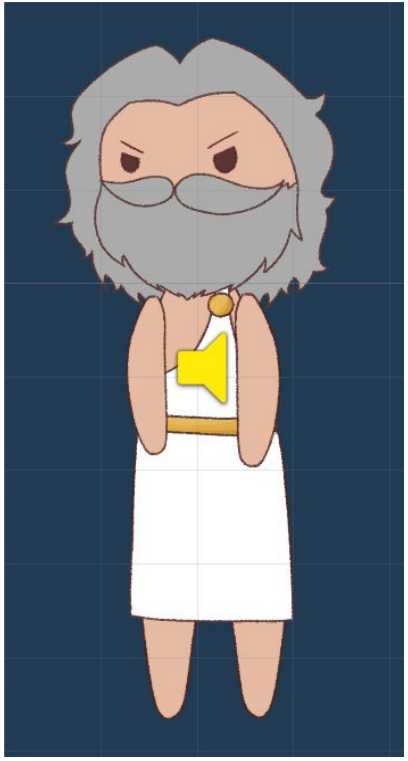
All players have:

- Attacks:
  - Normal
  - Charged
- Animations:
  - Idle
  - Walking
  - Attacks

Characters - NPCs

Purpose: Moves story along

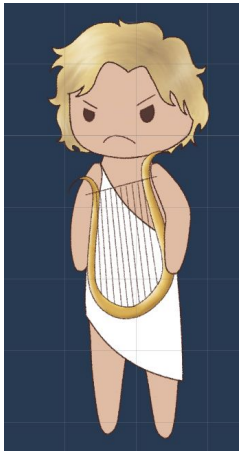
- God
  - Guides user through story and establishes goal
- Old Man
  - Guides user through different combat stages and levels

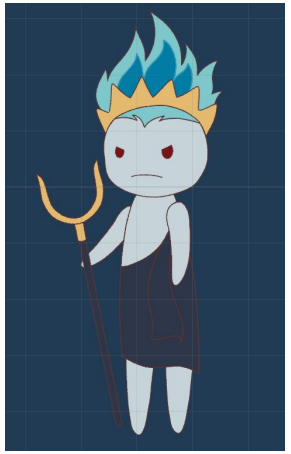


Characters - Enemies

- Grunts: Easy enemies that lead up to the boss. Spread throughout the level.

- Bosses: Harder enemies. More complex and varied attacks





World Levels

- In a World Level, players can walk around the open map.
- Speak with the old man to progress in the story, jump into combat stages, and navigate to different levels.
- There is no combat in the world levels.

<u>Proposed</u>

- Five worlds
  - Each one with a different theme depending on the main boss
  - Each world has its own music.
  - Music will depend on on the main boss of the world.

<u>Achieved</u>

- Two Worlds
  - Each world has a different theme depending on the main boss
  - Each world has its own music.
  - Music will depend on on the main boss of the world.
  - Decided to go with the quality over quantity approach.

World Levels - Apollo

World Levels - Hades

Combat Stages

- Combat stages are where all the action happens.
- You run into different types of enemies that must be cleared in order to clear the stage.
- Portal will not appear unless you defeat the enemies.

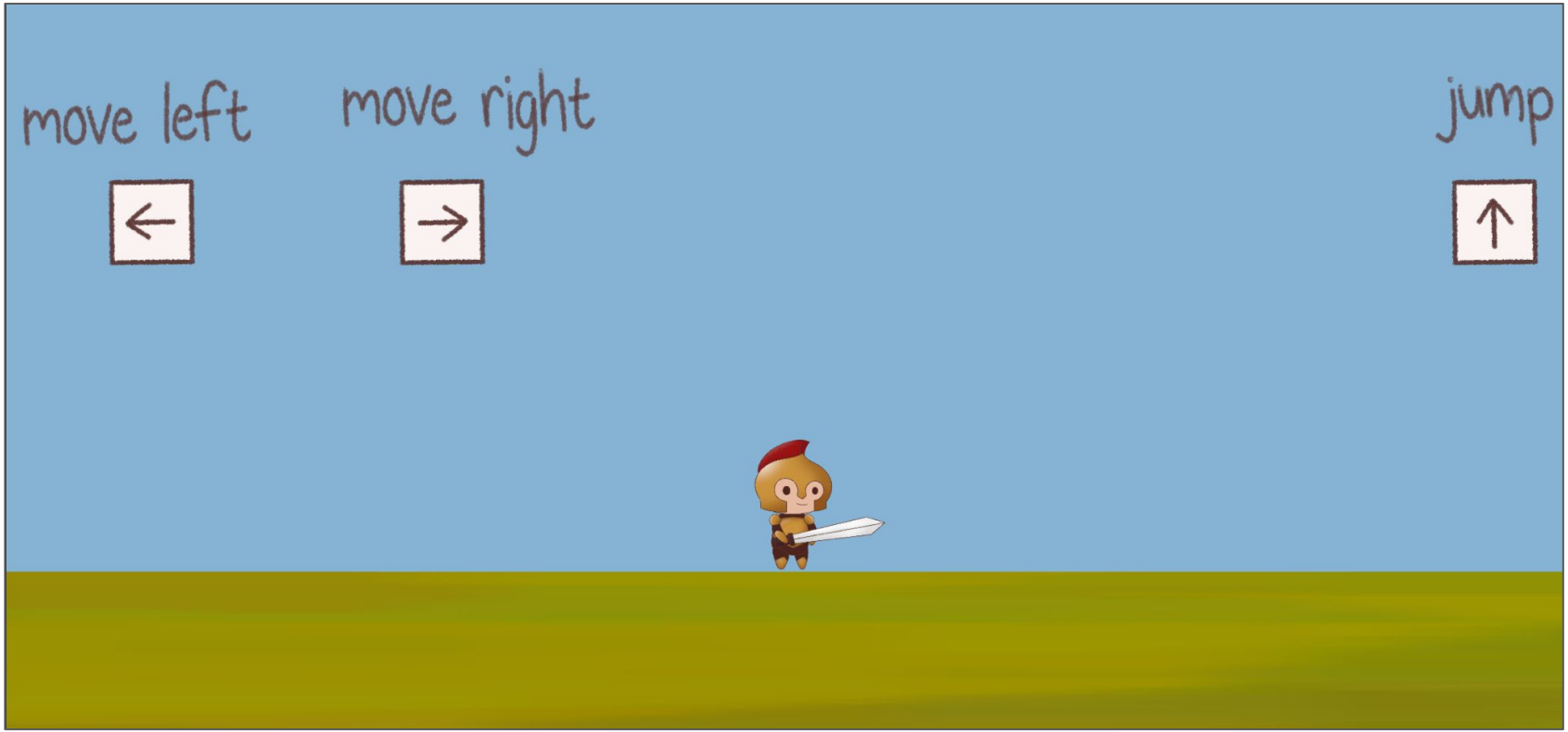
<u>Proposed</u>

- Four or five combat stages per world
  - Each one with a different theme depending on the main boss
  - Enemies in each stage that attack back.

<u>Achieved</u>

- Three combat stages overall
  - Each stage has a main boss fight.
    - Except the tutorial stage
  - Each stage has its own music that fits the theme.
  - Created a tutorial stage to show players how to play the game.
  - Enemies in each stage attack back.
  - Each boss has their own special attack.

Combat Stages - Tutorial



Combat Stages - Apollo Stage

Combat Stages - Hades Stage

Music & SFX

What was achieved:

Unique music for the main menu, overworlds, and combat levels

General SFX including attacks, damaged sounds, and death sounds for all player characters and NPCs

Thematic ambiance for each world (Apollo and Hades)

Main Menu

Apollo

Hades

Audio Team:
Alexa Thanos - Music
Miles Caraker - SFX
Kevin Yee - SFX

Challenges

- Networking
  - All of the team members were struggling with this topic.
- Unity & Git
  - This was the teams biggest challenge but the more we ran into challenges the more we learned from them.
  - Eventually we became pretty comfortable with it.
- Underestimating “small” features
  - Features that seemed easy to implement would sometimes take a lot longer than expected.