Hotel RedЯum

Geek Gang

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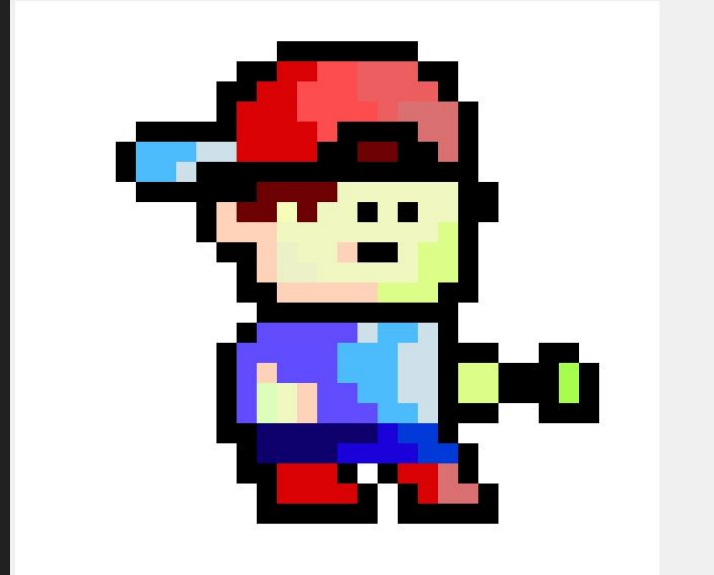Chris O'Keefe, and Cole Liu

Scenario

You are a bellhop that has been living everyday life when one day you are sent to room #13. Once touching the door everything you know changes before your very eyes and you have to escape before it's too late.
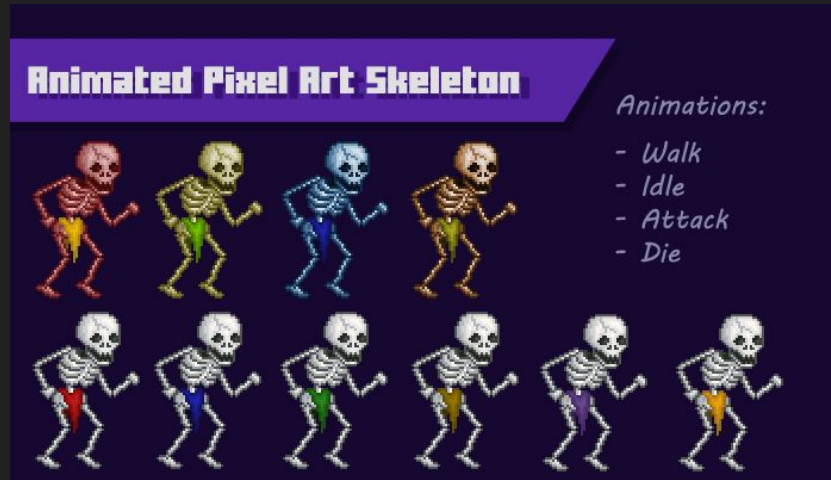
The only escape is through the basement.

Hero Sketches

Meet Casper

Enemy Designs

Enemies haunting the Hotel

Animated Pixel Art Skeleton

Animations:
- Walk
- Idle
- Attack
- Die

Floor Plans

Doors will be locked once you enter the room, player has to defeat all the enemies to unlock the door.

Game Idea

- Dungeon Crawler
- Single player
- Random map generation
- Perma-death
- Item progression
- Go through each floor, fight the boss and Progress downwards towards the Basement

Upgrades and Items

- ## Passive
  - ### HP Up's
  - ### Speed, Damage, Attack Speed, Luck Increase
  - ### Companion's
- ## Active (Space Bar Items)
  - ### Fires Laser
  - ### Fires a bomb
  - ### Flight (for one room)
  - ### Bomb Items (press space to drop a bomb)
- ## Weapons
  - ### Double Shots
  - ### Backwards shot
  - ### Laser Shot
  - ### Bouncy Shot

Level Design

Player has to find the key in a random room to unlock the door to go to the next level
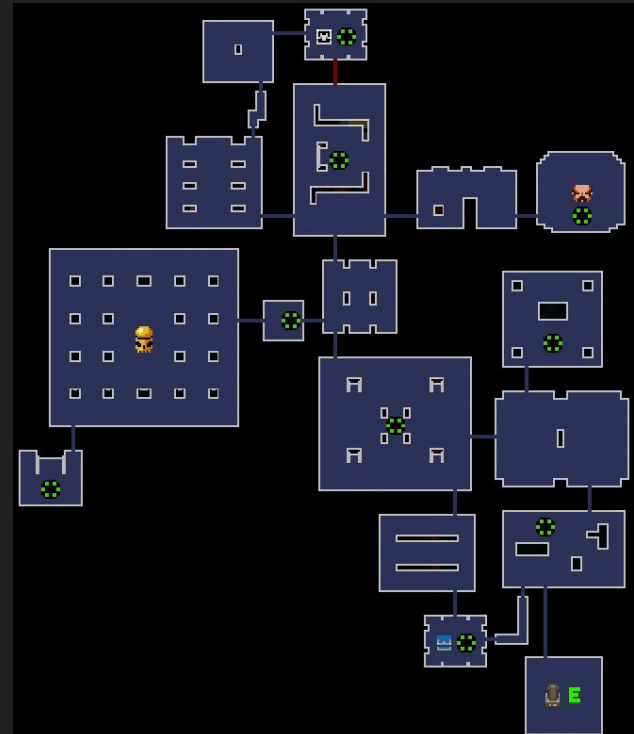
Technical Challenges:

- Random floor generator
- Entering/leaving rooms
- Animating characters and doors
- Level layout
- Items could apply upon previous picked item to make combo effects.
- Time mechanic
- Companion implementation
- Enemies can trace and shoot at player

Wish List

- More unique items to design
- Multiplayer mode
- Original Soundtrack
- Halloween and Christmas scenes

Any questions?