



The Team

Eric Dupree – artist

Elijah Fernandez – programmer

Cody Platt – producer, level designer, audio engineer

Sean DeSchepper – level designer

Tyrone Dixon – level designer, audio engineer

Relic

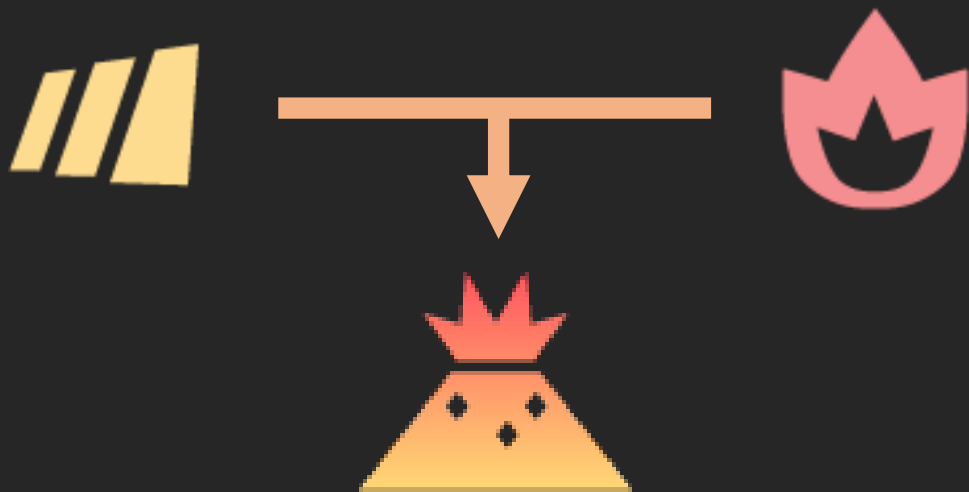


- Senior capstone project
- A 2D open world action-adventure video game
- Use the elements of nature to survive and interact with the environment



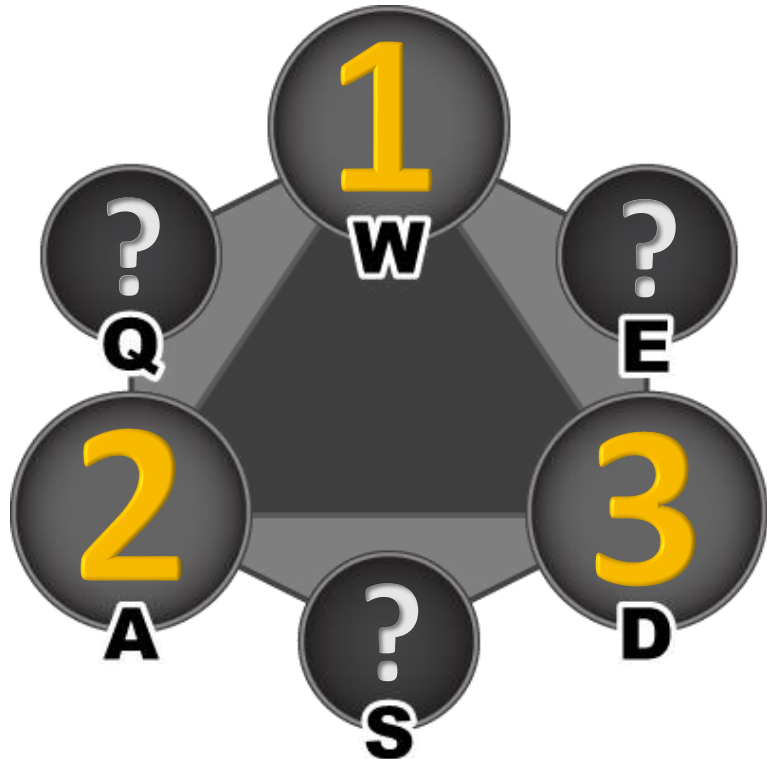
Key Features

- **Relics:** Mysterious relics lie around the game world... Many of them will grant you permanent elemental powers.
- **Element Mixing:** If you wield 2 elements, they will combine into something new!



Key Features (cont.)

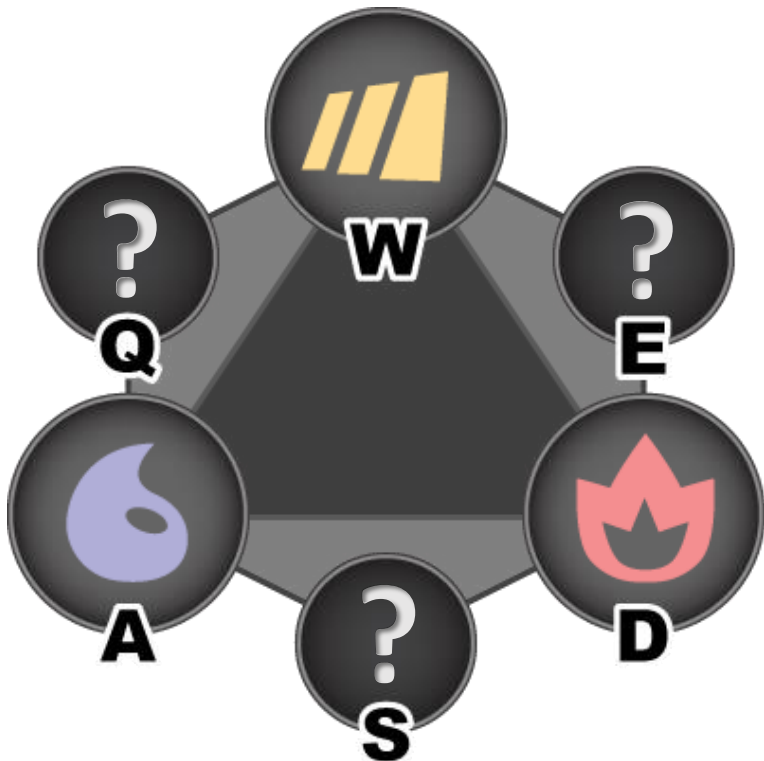
- **Weakness and Resistance:** Many enemies will resist or take extra damage from certain attacks.



- **Element Hotkeys:** You can wield up to 3 elements at a time. (W, A, and D keys)
- Your mixed elements will fill in the blanks, (Q, E, S) for a total of 6 abilities.

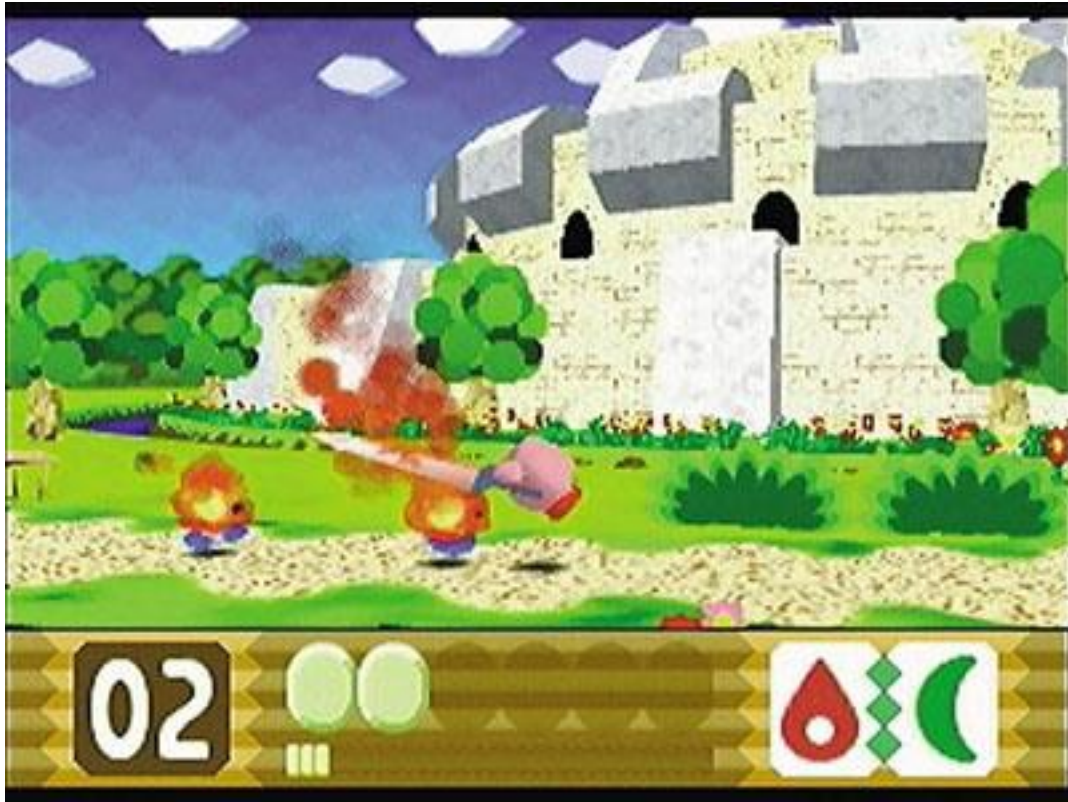
Key Features (cont.)

- **Element Inventory:** In your inventory, you have enough space to carry all 4 elements, which you can mix and match. Discover which combination you like best!

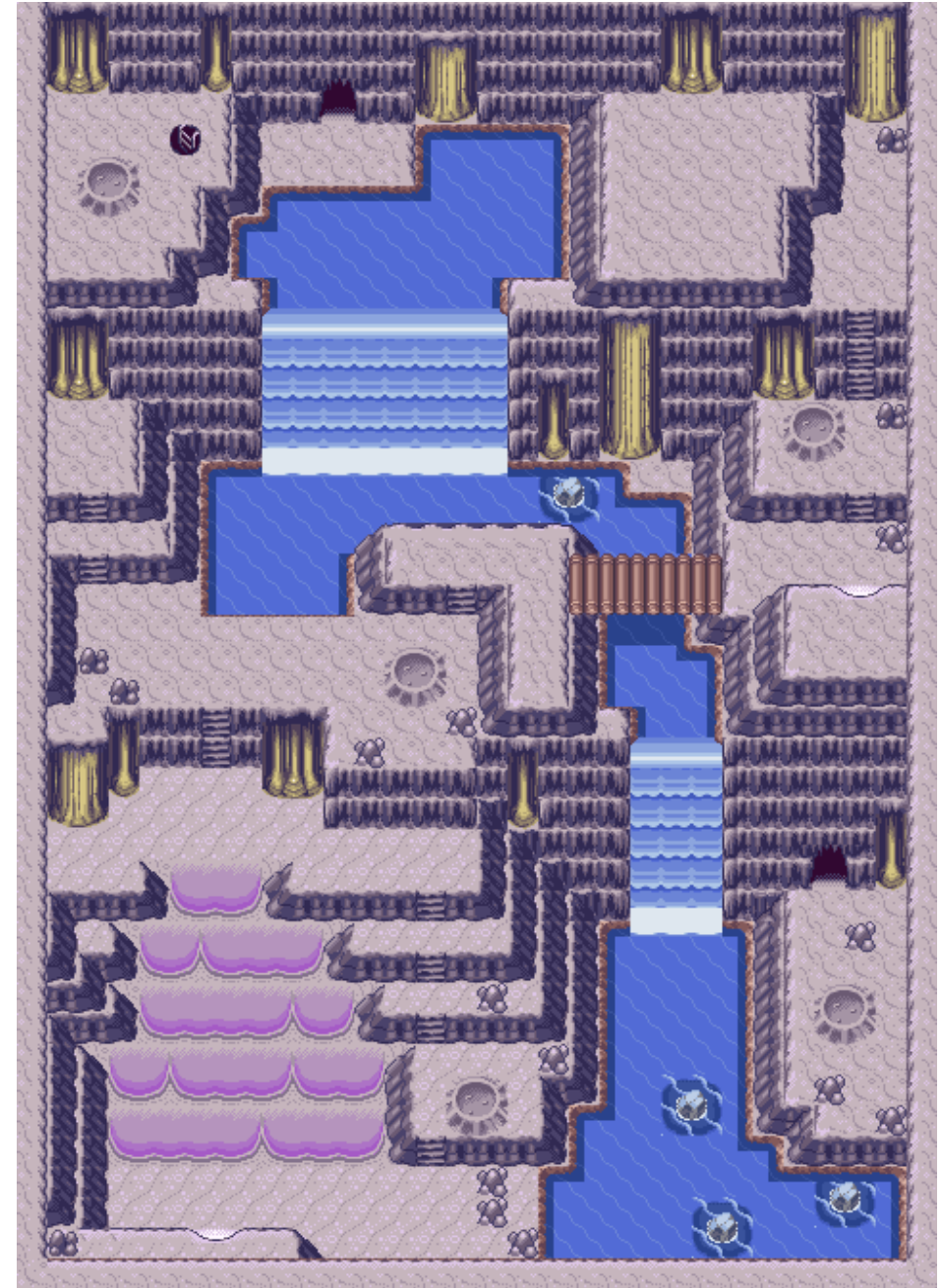


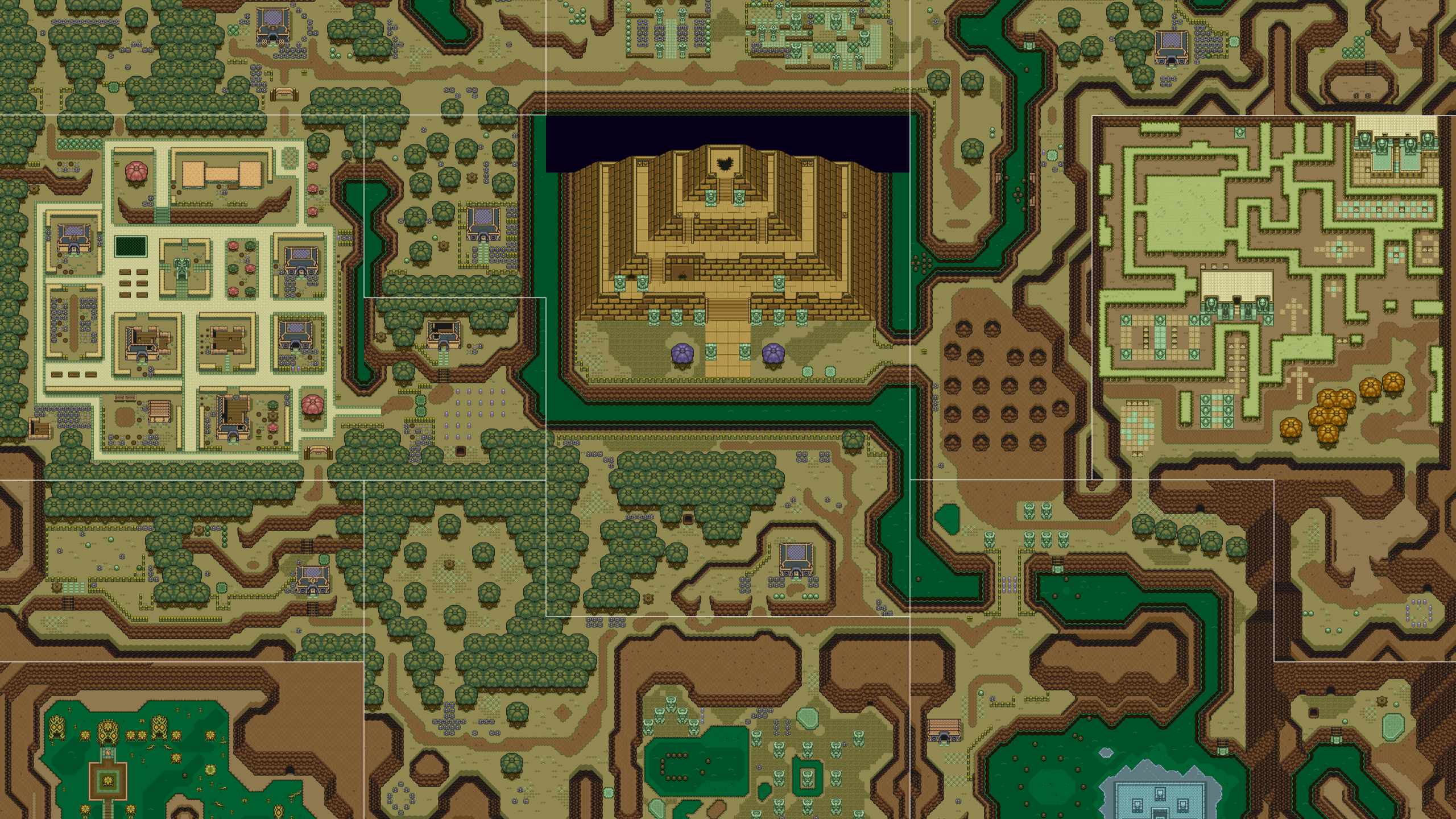


Inspiration (Concept)









Inspiration (Art style)

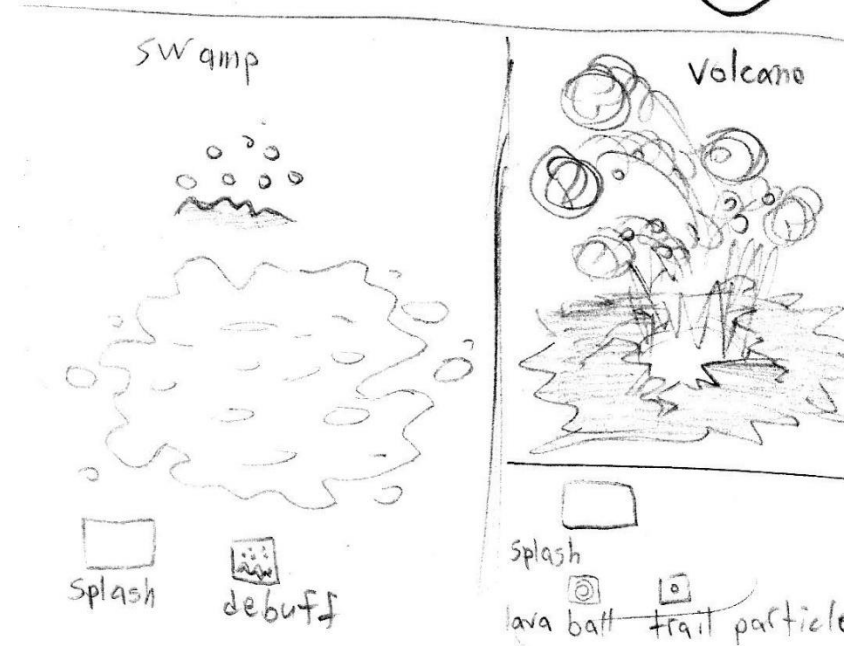




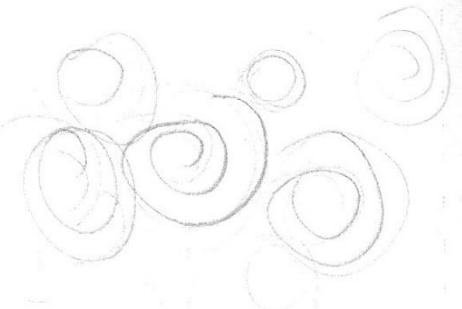
Concept Art



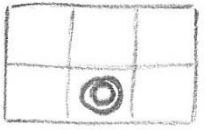
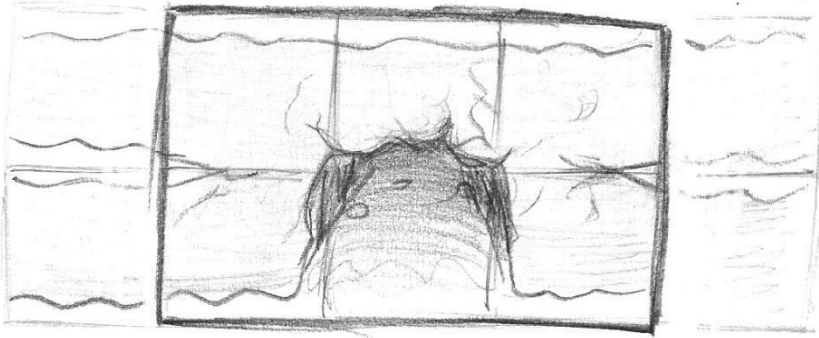
- ✓ fire earth - volcano 
- ✓ fire water - geyser 
- ✓ fire air - overheat 
- ✓ earth water - Swamp 
- ✓ earth air - thunderstorm 
- ✓ air water - ice cage 



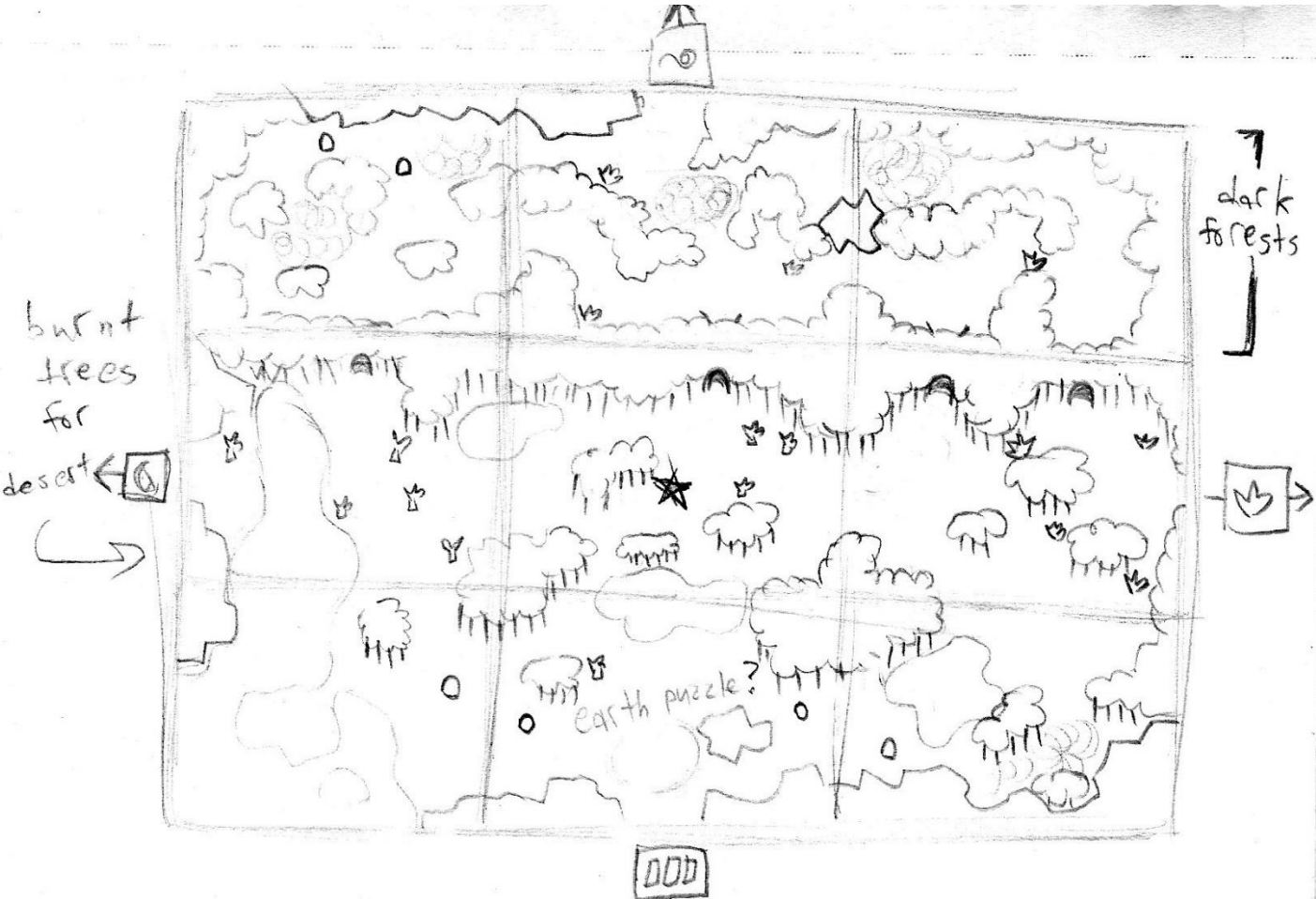
gas,
air riddle

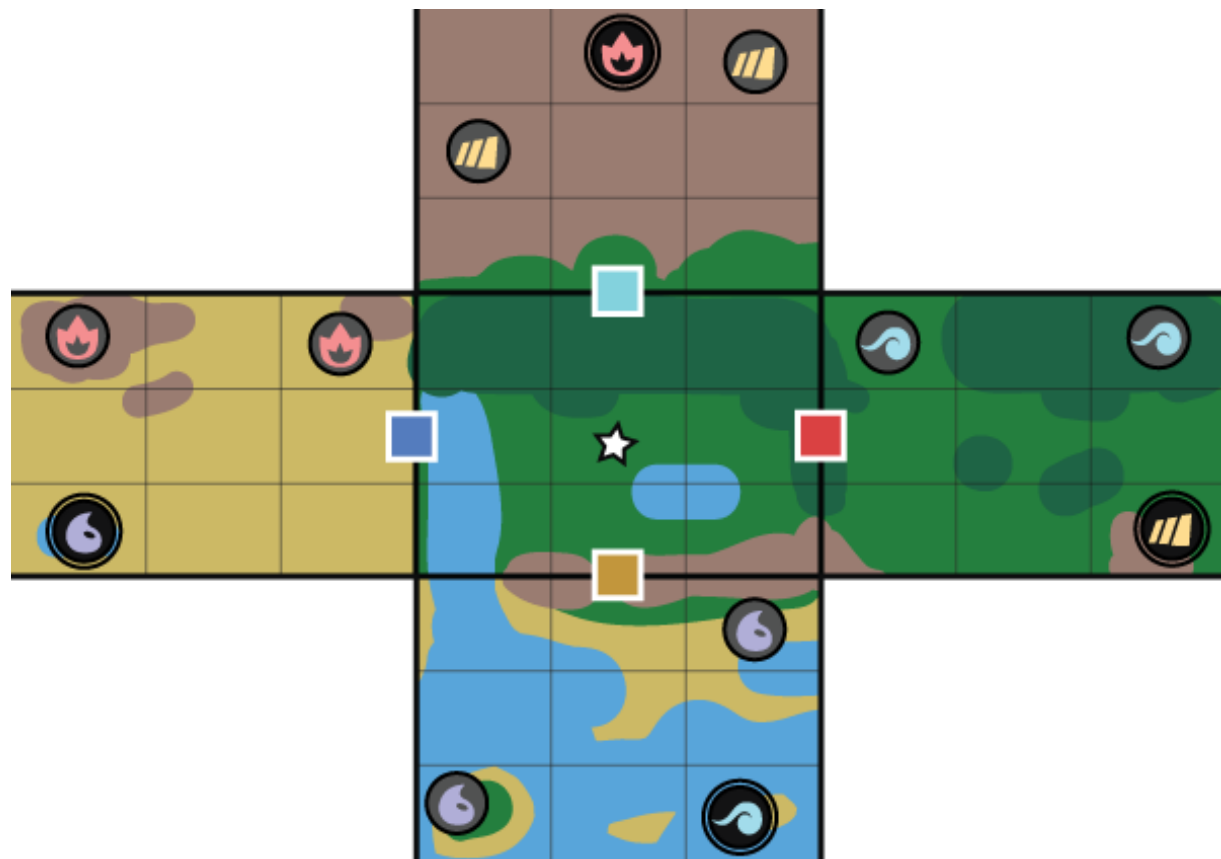
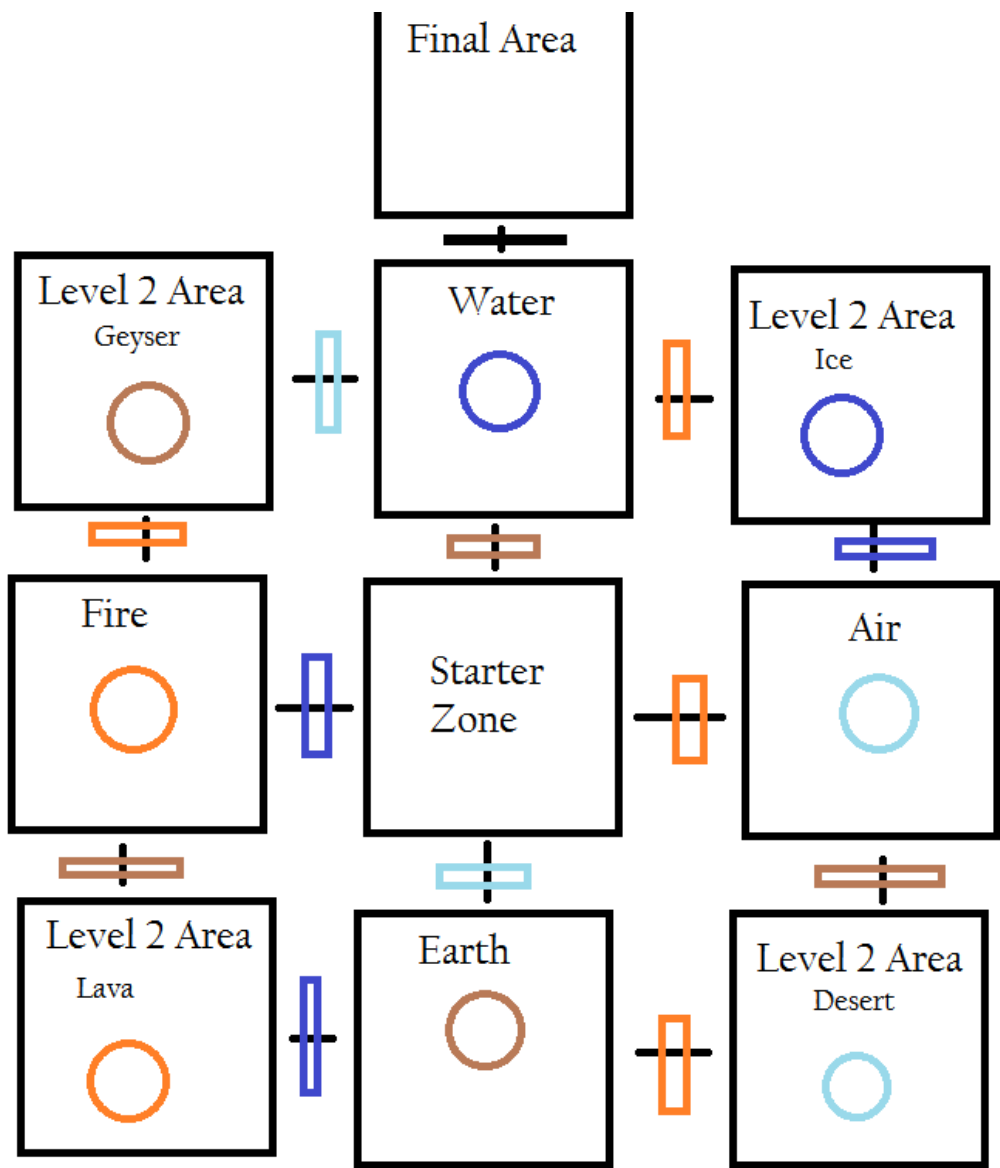


cave entrance tile



door object





Scoping Issues...



	Earth	Water	Air	Fire	Aether	Wood	Metal	Light	Dark	
		Swamp	Sandstorm	Volcano	Meteor	Growth	Iron Spike	Sanctify	Fissure	Earth
			Hurricane	Geyser	Alien	Heal	Rust Sheild	Holy Water	Tsunami	Water
				Heat Wave	Blink	Fresh Wind	Shuriken	Zephyr	Smog	Air
					Solar Flare	Campfire	Brand	Smite	Dark Flare	Fire
						Enchant	Comet	Sunlight	Moonlight	Aether
							Briar	Boost	Cursed Weeds	Wood
								Reinforce	Mercury	Metal
			Fire	Water	Air	Earth			Meditation	Light
			damage dot	damage bigger	no damage utilit	AoE distance				Dark
			highest	med	none	med damage				

Logo Iterations



It's time for a demo!



Next updates

- Consolidate the game world.
- Add element ranking system. (You can pick up more than one of a kind to strengthen it)
- Add a new type of enemy.
- Reskin the element choice screen.
- Reskin a few old animations and map details.
- Add Eve's spell cast animation.

Thank you!

A newer Relic will be shown on Thursday, May 14th at 7:00 PM during our Capstone Exhibition in the Business Center.

We greatly appreciate all of you spending time to learn about our work!

