

Game of Survival

- A board game themed game of survival.
- Inspired by
 - Lord of the Rings LCG
 - Mansions of Madness

Team members

- Jukka Stranden
- Petteri Pekonen

Basic Idea

- You start in a dungeon.
- You have to get to the exit.
- Every turn you have two moves and an action
- Action can be attack, pick up item etc.
 - In demo we only had time to implement attack
- After player turn, a random event occurs and throws obstacles in the player's path.
 - Monsters, traps, etc.

Player Character

- Player character has stats (pre-defined classes)
 - Strength, Dexterity, Intellect
- Game events can test player against a stat
 - Random number between 1 and 10. If number is below stat, success. Fail otherwise. Player gets penalty as described by the event. E.g. Player failed dexterity test at spike trap and gets -1 dexterity for the rest of the game.
 - Every action ties to testing against a stat.

Technology and Windows 8 styling

- Windows store application
 - .NET with C#
- Main components are images, tiles and text
- Live tile that shows player score, class, turns and health.

Thank you

Lets see the app.