

# Get your game done

Experiences through the development of 13 roguelikes.

# Are you ready to go into the Journey?

- 13 years and counting.
- Still no “big success”
- A very personal experience
  
- <http://slashie.net>



# 2003 - 2004 Amber Dragon / Guardian Angel

USENET

rec.games.roguelike.development was the primary communication channel

Complex, high scale medieval fantasy world simulator.

Recipe for failure: Inexperience + Huge scope



## Times Before Magic

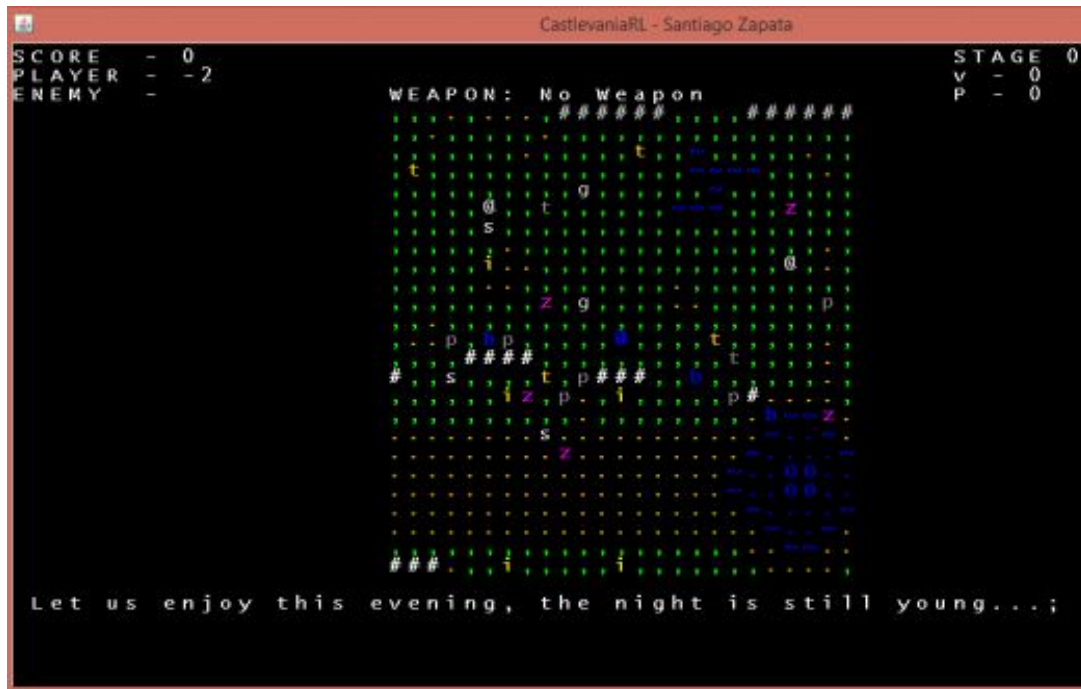
This history takes places in times when a sword duel would be lethal, when you could not recover your wounds just by drinking a potion or casting a spell, when it was not possible to fight forever without a good sleep, when you would feel the adrenaline of a bestial tiger jumping over you, ready to tear your head appart from your body, when you could really feel the poison coursing through your body.... oh glorious times....

A revolutionary game who takes the better concepts from roguelikes and sharpens them into extremely realistic affairs, always conservating the spirit of gaming and keeping the player interested on the game, this is the chance for gaming to become closer to reality.

# 2005 - Castlevania Roguelike

- 7DRL Challenge
- Managed to **ship** a game
- Neither stable, nor balanced nor fun.
- Managed to implement my vision.

*Focus on a single fun feature. You can even skip procedural generation!*

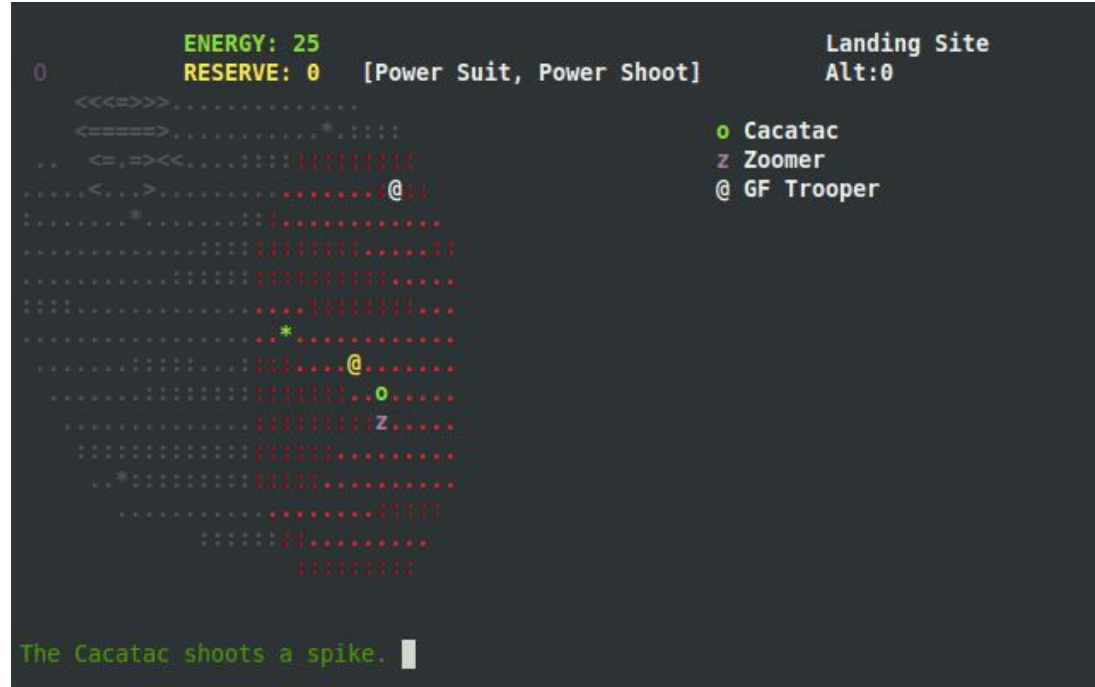




# 2006 - Metroid Roguelike

- Reutilized code again.
- Free roaming open world. Tree structure of rooms / obstacles / powerups.
- Pseudo 3D / Jumping.
- Background music.

***Once you can create playable games, experiment with Procedural Generation.***



# 2007 - Zelda Roguelike

- Evolved procedural generator.
- Overworld map with themed areas
- Complete, but not super fun to play.

*Including elements from an already established universe helps attract players.*



# 2008 - Megaman Roguelike

- Sidescrolling, turn based
- Only managed to implement 3 robot masters and their stages.
- Simple physics simulation. Confusing

*Experiment with new stuff, even if you fail you will probably learn a lot.*

```
0000000

Cutman Stage
P-Chips:0
Buster(5)
*****
v Gabyoall
X SuzyBot

z: Jump
x: Fire

l: Scan
s: Setup
w: Stages

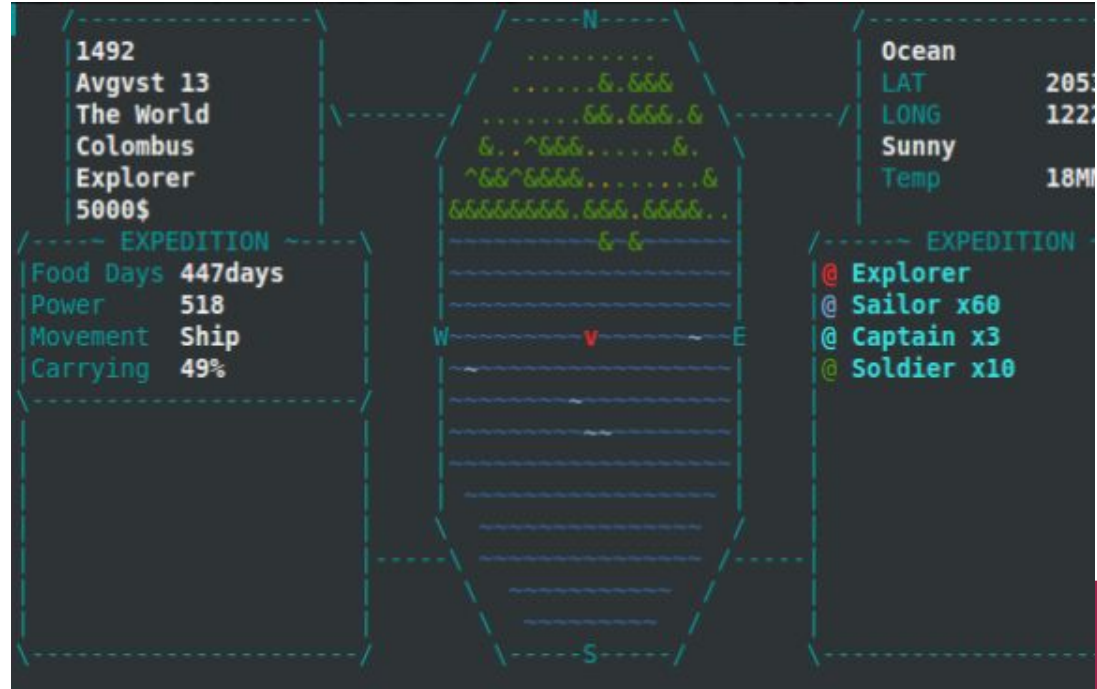
You can't jump on midair! Cancelled The gabyoall rushes
at you!
```

The screenshot shows a top-down view of a stage layout. The player, Cutman, is represented by a blue '@' symbol. The stage contains various obstacles and enemies, including Gabyoall (red 'v') and SuzyBot (red 'X'). The interface includes a score of 0000000, a list of robot masters and their stages, and a set of controls for movement and actions.



# 2009 - Expedition

- No procedural generation, high resolution map of America.
- Player as a set of units, sailing simulation, loading huge maps into memory using chunks.



***Watch out for overwhelming scope! Think on iterations of playable products.***

# 2010 - RULER

Unbalanced: you could very quickly get into the modern age with super powerful units, and enemy AI was pretty poor.

*Devote enough time to playtest your game, try to have some friends or enemies help you with this task.*

```
Slashie of the Nile [f]ormUnits [d]isband [c]reateUnit [g]arrison
Stone Age 0/500 [i]nfluence [l]oadCaravan [t]rade [E]xamine
[S]ave [Q]uit

      . = . . = =
      . . = . . = . .
      . . = . . . . = . .
      . . . & . & . . & . .
      . . = & . . . & ~ & . .
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      . & . . . . = ~ ~ ~ ~
      && . . B & . @ ~ ~ ~ ~
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      . . . . . . . . ~ . && & .
      . . . . . . . . ~ ~ && & .
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Supplies: 590
Jun 30, 3997 A.C.
Nijoh is invaded by Amazon

>Your Group
@ Caravan
a >Lvl Axemen ** 1D3 2
a Axemen ** 1D3 1

>Enemy
@ Forager Group
s Spearmen * 1 1D3

>Slashland
Population: 10000
City Size: 1
Food Consumption: 2
>Resources
Food: 4
>Specialists
Soldier: 4
```



# 2012 - Hope

- Survival mechanics / Dream world
- Unique mechanic per dream world.
- Graphics! But lacked expertise and technical knowledge.

***If you are going for graphics, pick an art style matching your team skills.***



# 2013 - Rodney

- Changed technology.
- Rough online features
- Accessibility
- Recapitulation / Simplification
- Single action button.

***Be ready to close cycles, look back and start again.***

```
You wield the Staff. You stand fast building up!. The Giant A
The Hobgoblin hits you.. You slash the Hobgoblin. The Hobgobl

SLASH
Staff[2D2] {40}

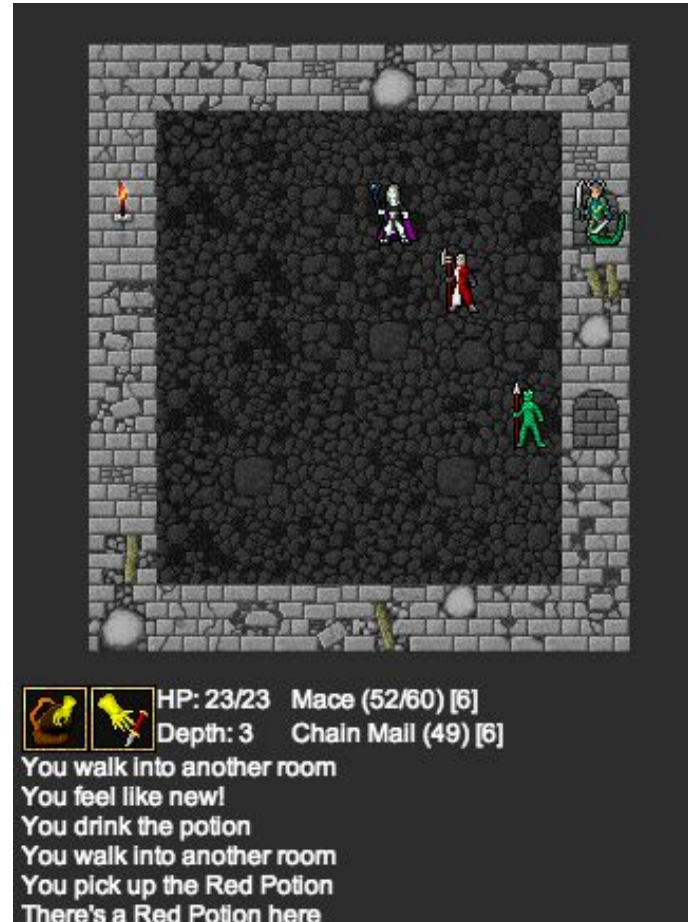
Level      4
HP         78/100
Strength   1
Running

Press Space for action (Pick, Stairs, Inventory)
```

# 2014 - Ananias

- Made for touch devices
- Quick prototype / revision of plans.
- Simple UX tweaks for target devices.
- Use libraries / frameworks

***Create an user experience taking the most advantage of your target platform***





# 2015 - Stygian Abyss

- Team up with someone, split responsibilities.
- Get an artist on board.
- Create awesome procedural generators.

*Make sure the game is fun, not just fancy.*



# 2016 - Rise of Kramora

- Smartwatches
- New technology
- Simple idea, platform restrictions.

*Explore new media whenever you have a chance!*





# The Future - Ananias

- Keeping the spirit of the classic roguelike.
- Extreme accessibility
- Multiple platforms:  
Android, iOS, Desktop
- Multiple storefronts:  
Steam, itch.io, Humble Store



# Thank you!

Keep in touch!

- Twitter: @slashie\_
- Website: <http://slashie.net>

