

Victorian

Victorian is set in a world inspired by victorian England, infected with an unprecedented epidemic. In this dark world, the player takes on the role of a young man from a rich family, trying to defeat the plague. To achieve this goal, he will have to make his way through hordes of enemies by force of arms, completely silent or other means.



INTRODUCTION

Based on adventure games of our childhood like Zelda and Pokemon, our group of eight people set out to develop a 2D open world top-down perspective role-playing game with classic pixel style.

In order to accomplish this goal, we had to face the challenges of programming code, designing art assets, mixing sound & music and developing our game design.

MAIN OBJECTIVES

- Main storyline & dialogue
- Combat & skillsystem
- Open World
- Victorian artstyle
- Music & sound effects
- Menu & savesystem

METHODS

Analysis of victorian history, illustrations, architecture and music in order to get an understanding of its characteristics to apply selected parts of this knowledge in our own game.

RESULTS

We are proud to have expanded the foundation from the last semester and to have enriched it with new features. The sound effects and background music provide a captivating gaming experience, adding to the clever game design and the lovingly designed world.



USED SOFTWARE



CUBASE



TILED
MAP EDITOR



UNITY



FMOD



ADOBE
PHOTOSHOP



TEXTURE
PACKER



SLACK



JIRA



CONFLUENCE



KRITA

