

Project WindHaven

2D Top-Down Action Roguelike Dungeon Crawler

A lone treasure hunter scouring ancient, seemingly abandoned ruins in search for treasure and relics, brings with him nothing but his trusty grappling hook and a rather generously sized loot bag.

What at first appears to be a lucky day when he stumbles across a hidden, untouched vault full of treasures, quickly takes a turn for the worse as ancient defence systems spring to life. Did our treasure hunter come ill-prepared, or are his wits, and his hook, enough to get him and his treasure out in one piece?

Project WindHaven is a game about outsmarting your foes and using the environment to your advantage; with no weapons, and a bag full of loot, getting into a fight is the last thing you want to do. If you like fast-paced, dynamic gameplay, this might be the game for you.

Your goal is to escape the ruins while dodging enemies and hazards, while retaining as much treasure as possible. Any hit you take or hole you fall into will cost you some of your stash. If you can make it out in good time, there might even be a little extra waiting for you at the end.

The many rooms you traversed in order to get to the treasure were once relatively safe, with only a few holes in the floor here and there, but are now also full of hostile automatons that won't take kindly to your presence.

You could avoid all contact with them and try making a run straight for the exit, assuming there isn't anything that might block your path, or perhaps that grappling hook of yours might come in handy for 'displacing' those pesky, deadly machines.

Besides, you did see a few locked chests on the way to the vault, maybe the keys to them are now within reach?

Key Features




- Outsmart your enemies. You don't have weapons, but you can lure them onto traps and holes to get rid of them. Enemies can drop keys upon death, which you can use to open chests or doors.
- Open treasure chests with keys to obtain treasure along the way to increase your final score.
- Escape from the ruins with a faster time to also increase your final score.
- Dash to quickly move out the way or cover distance.
- Use a grappling hook to pull smaller enemies towards you or pull yourself towards larger enemies or objects you can hook onto.

Since this game is all about escaping with treasure, your user interface will be rather minimal, displaying your current treasure, keys, and escape time.

Unique Selling Points

- You can't attack enemies, so you have to outsmart them and use your tools and the environment to destroy them instead
- Dynamic, illustrated backgrounds to increase immersion

Sign-Off

Aaron Gilbert	
Sam Ward	
Jordie Muljana	
Yuan Hao Li	