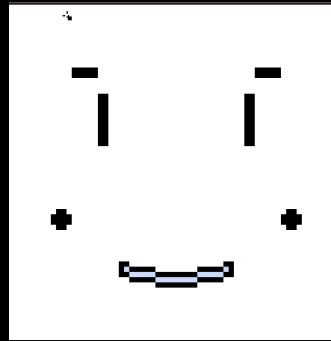


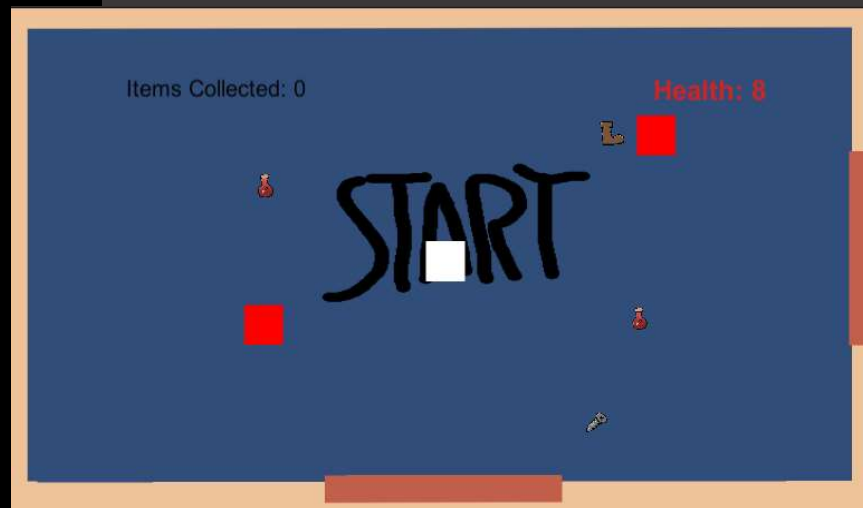
What is Blocko About?

Block-o is a procedurally generated dungeon crawler that sees you play as the main character 'Blocko' as you delve into the multiple levels again against tough enemies that can shoot at you or do 'melee' damage.

Enquiries: willjones1232@gmail.com



My Game: Block-o



What were my inspirations?

The main two games I was inspired by were the Binding of Isaac and Hades these are some of my favourite games and that use the method of procedural generation effectively in a dungeon style method.

How Did I Make The Game?

Block-o was created in Unity using the C# language, there are many ways I have used the code to make the game more accessible such as changing the 'states' of the AI inside the game as they wander around the Room these states are what the AI use to move towards the player and attack the player.

```
void Update()
{
    switch (currState)
    {
        case (EnemyState.Wander):
            Wander();
            break;
        case (EnemyState.Follow):
            Follow();
            break;
        case (EnemyState.Die):
            Die();
            break;
        case (EnemyState.Attack):
            Attack();
            break;
    }
}
```

The section of code that allows the enemy to switch between states these case breaks call methods that I have made to let the Ai work

This is a prototype of how the game will look, there will be a few changes that will make the game look prettier.

Thank You so much for looking at my poster! I hope you enjoyed my poster if there's any questions or general things you would like to say to me please let me know!