

# Radathon 20241005

Resource for the RadGame Hackathon on 20241005

- [Links](#)
- [Tasks](#)

# Links

[Fall of the House of Usher - Overview](#)

[Class Design](#)

[Technical Documentation](#)

# Tasks

The following tasks would be reasonable to tackle:

## Lore

- Rough concept for class designs of non-Agatha characters
- More detailed concept for Agatha
- Adaptation of the short story to the playable map

## Maps

- Hub map layout
- Pipeline from Blender to Godot for terrain and assets
- BaseMap class for fundamental functionalities

## Fall of the House of Usher

- Rough concept for bosses
- Layout of map to accommodate bosses

## Menu

- Escape Menu
- Tutorial Map access from main menu

## UI

- UI scaling with resolution
- Party Frames