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