

# Blast to the Past

An old-style video game with a modern-day twist

## Overview

Our goal is to create a top-down, indie, role playing video game to relax after work or school. It is an adventure-focused, action packed, story driven game that will entertain anyone who plays it. Our client, Colin Purcell, wanted a simple and fun video game to play. His fondness of old indie video games inspired us to create this throwback game.

## Development



**SUPER TILED2UNITY**  
SCRIPTED IMPORTER SYSTEM

Engage with the people of the time



Face dangerous enemies



## Story

Dark Forest



Southfog Lake

LAKES  
PHOTO

Great Plains



Forbidden Dungeon



- Find a way back to the present
- Discover four different areas in the past
- Survive dangers of each area
- And solve fun puzzles



**ANTI-META**

Developers

Cody Tang

Allen Huang

HaoXiang Liu

Jonathan Leung

Project Sponsors

Prof. Elaine Wertz

Dr. Aaron Dingler