

Blast to the Past

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

Overview

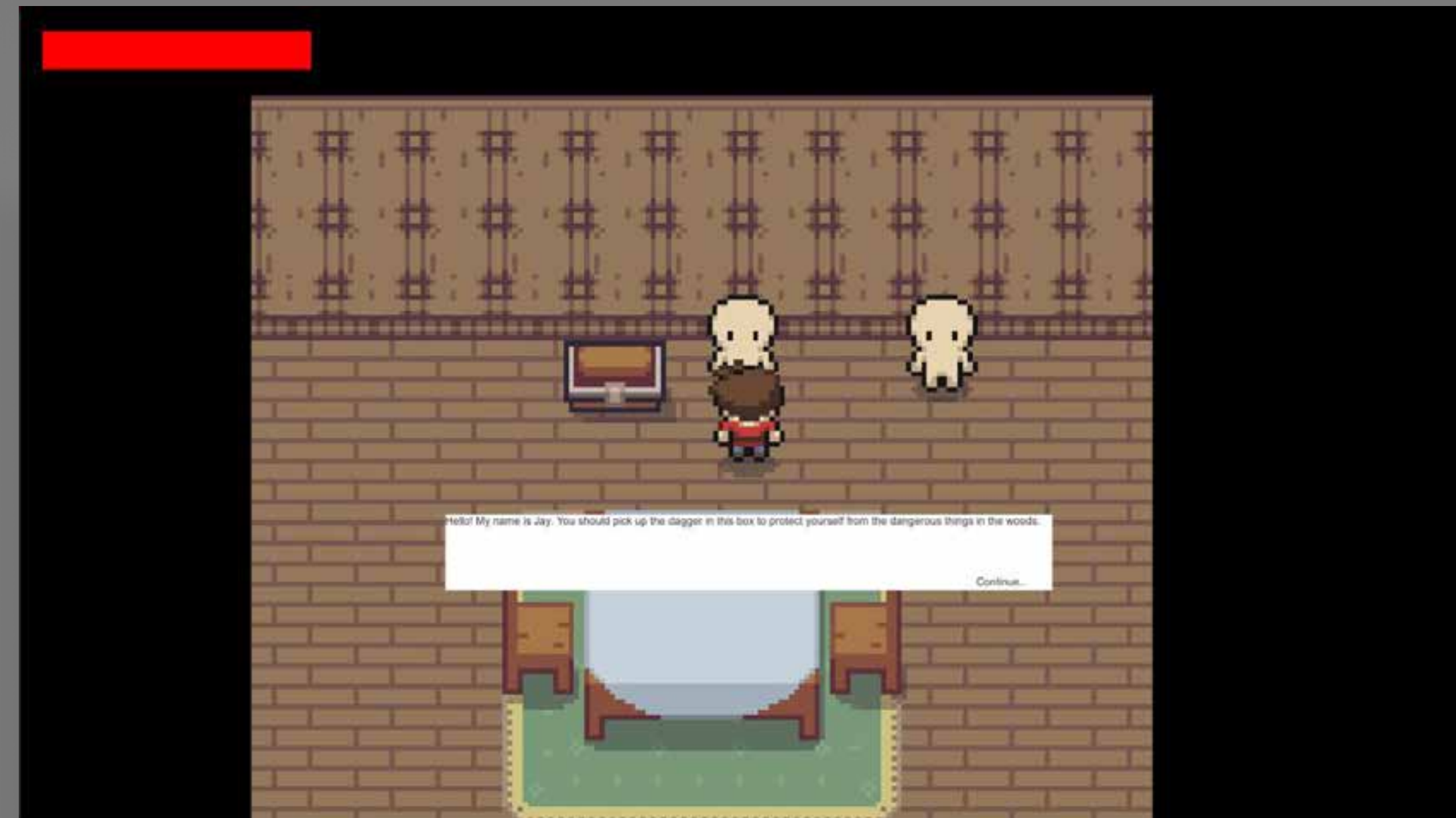
Our goal is to create a top-down, indie, role playing video game to relax after work or school. It is an adventure-focused, action packed, story driven game that will entertain anyone who plays it. Our client, Colin Purcell, wanted a simple and fun video game to play. His fondness of old indie video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

Development



SUPER TILED2UNITY
SCRIPTED IMPORTER SYSTEM

Engage with the people of the time



Face dangerous enemies



Project Sponsors

Prof. Elaine Weltz

Dr. Aaron Dingler

Story

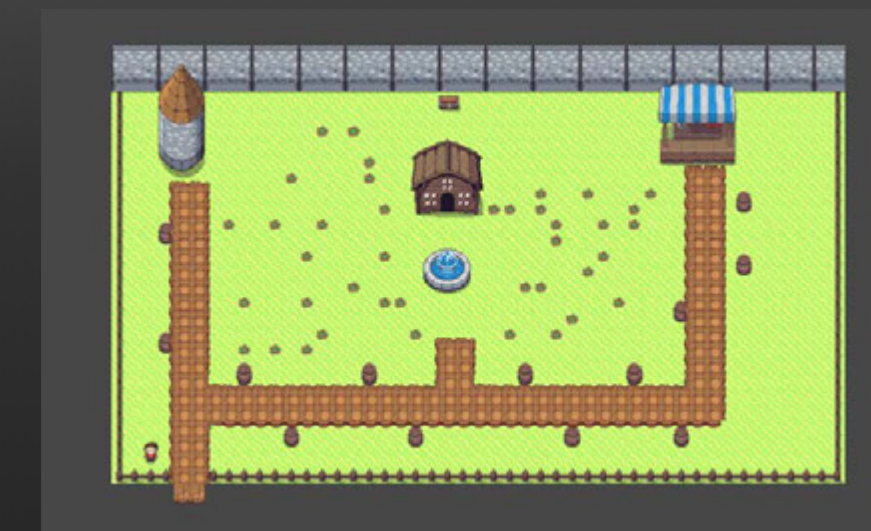
Dark Forest



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