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

Project Sponsors
Prof. Elaine Weltz  Dr. Aaron Dingler

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

Developers
Cody Tang
Allen Huang
HaoXiang Liu
Jonathan Leung

LAKES
PHOTO

Great Plains

Forbidden Dungeon

Southfog Lake

Engage with the people of the time

Face dangerous enemies