

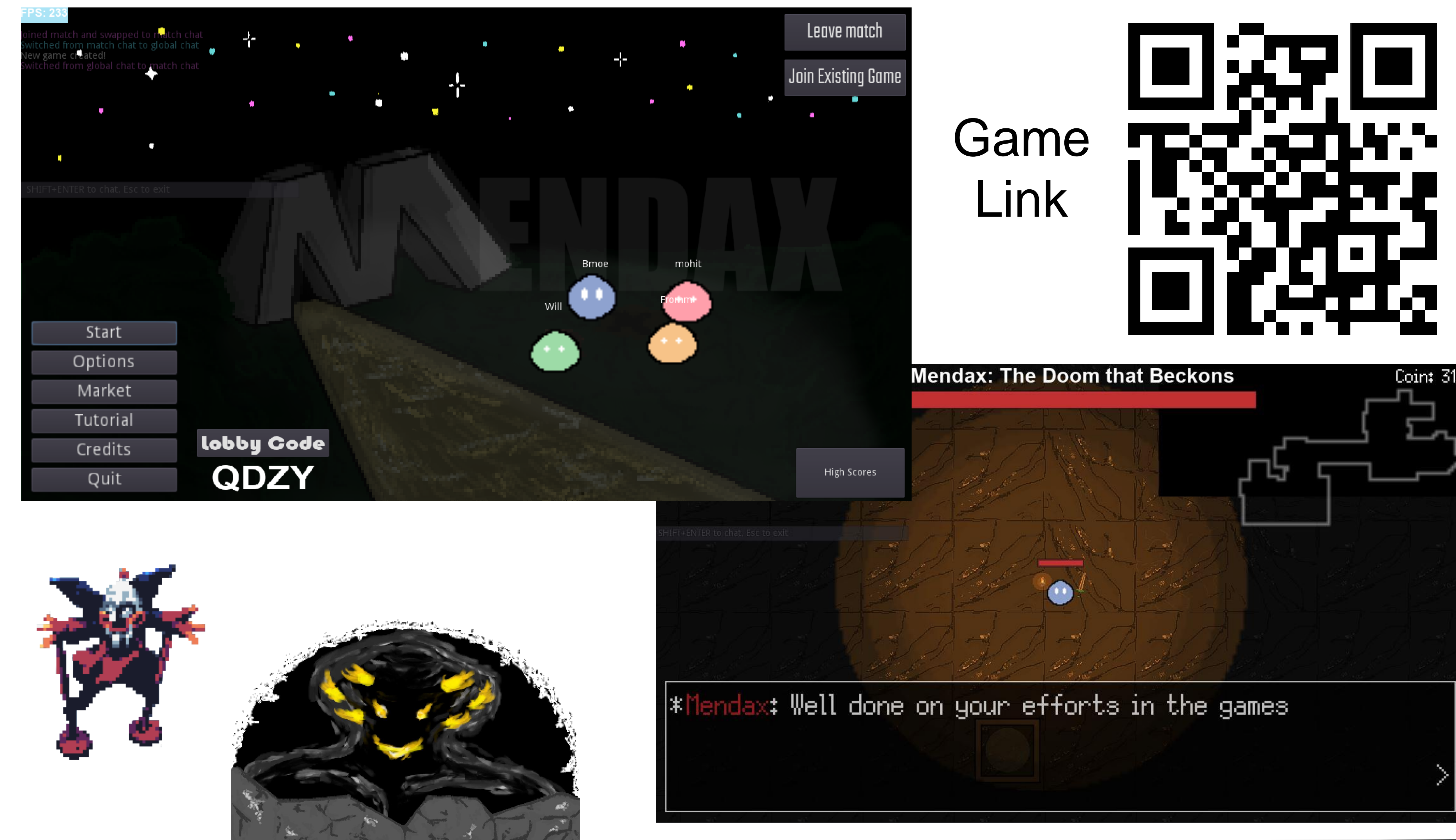


MENDAX (Team No. 20)

Will Wyndrum (CS), Ben Moeller (CS), Jason Truong (CS), Freeman Spray (CS), Mohit Garg (CS)

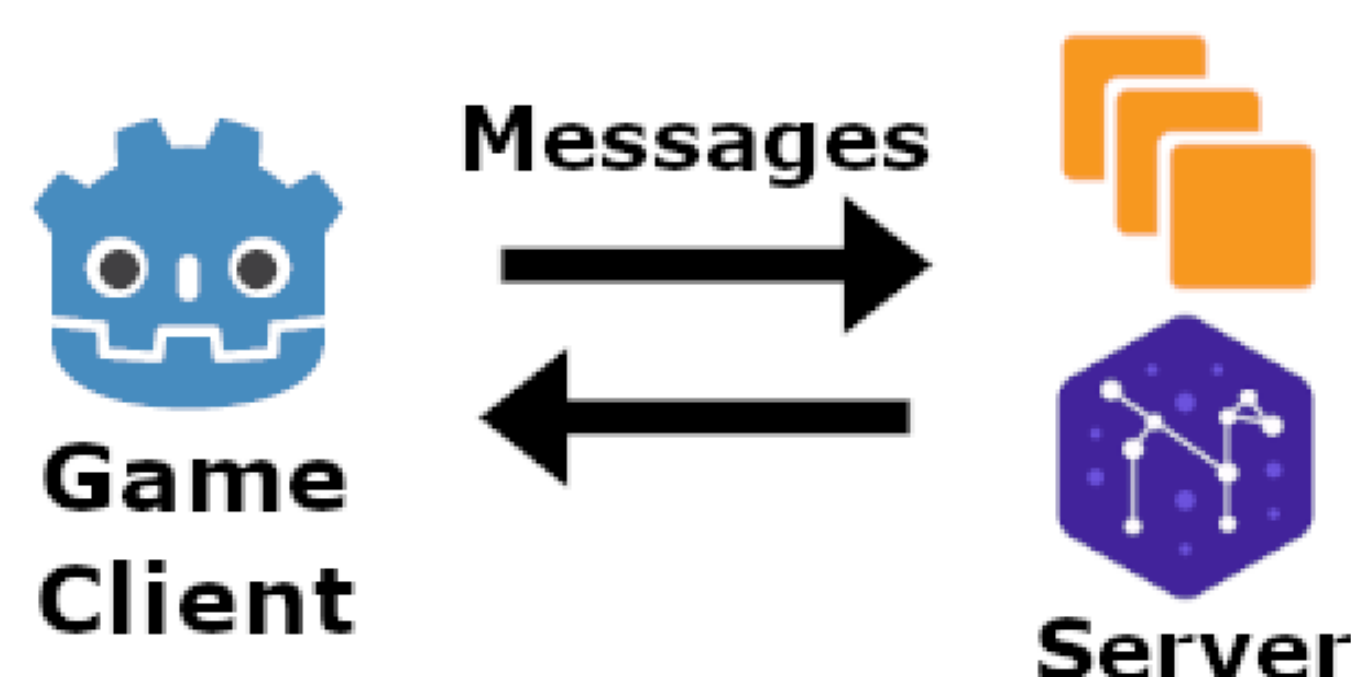
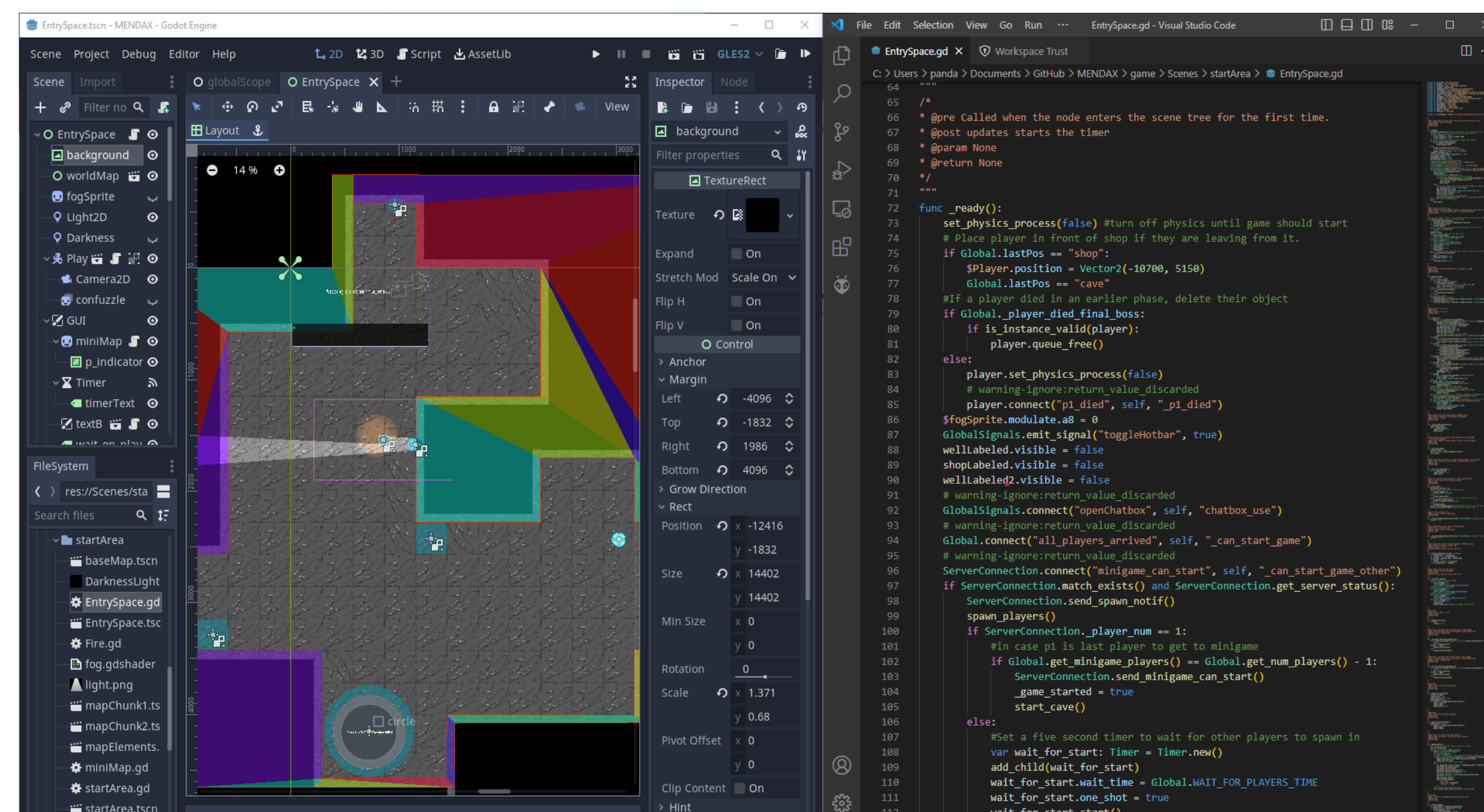
Description & Purpose

- A top-down multiplayer dungeon crawler game
- Wanted to create a multiplayer experience that was both competitive and collaborative
- We wanted to give exposure to this genre of gaming
- We successfully accomplished our goals and ideas for the game



Design

- 2D Engine development using Godot, an MIT-Licensed engine
- Multiplayer syncing done with a Nakama Game server on an AWS EC2 instance



Ethical & Intellectual Property Issues

Ethical:

- With respect to game design, avoiding harm centers around responsible presentation, for example avoiding displaying graphic content or visual effects that could be a hazard for people with epilepsy.
- There are controversies regarding the inclusion of violence in videogames. To avoid contributing to these controversies, we opted for a more cartoonish style, along with favoring sci-fi/fantasy themes as opposed to that which would affect reality.

Intellectual Property:

- To ensure we did not violate intellectual property rights, we primarily created our own audio and visual assets. For those assets we could not create ourselves, we relied on alternatives available for public use and ensured all non-original assets were credited in-game.