

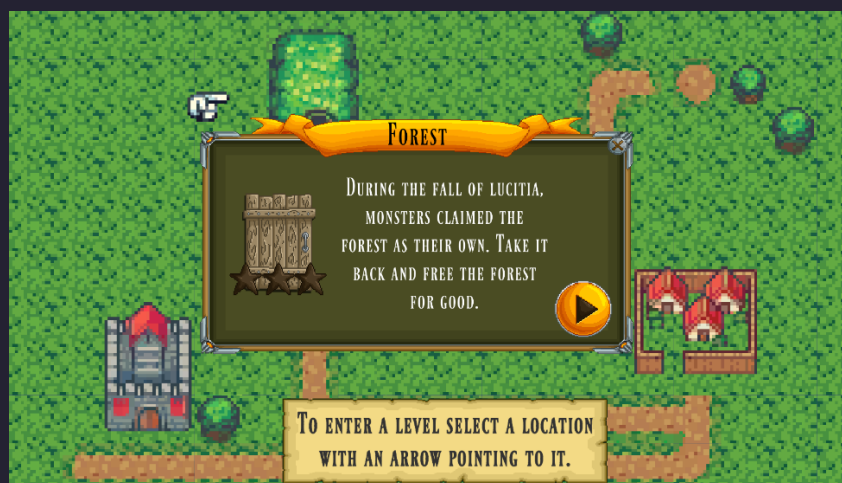
AN ADVENTURER'S LEGACY

An Adventurer's Legacy is a **tactical turn-based battle system** demonstration inspired by the old Fire Emblem games. This project aimed to focus on **impactful decision making** by incorporating many mechanics which had large consequences to encourage the player to think tactically. The main systems were: a class-changer, unit selection, exhaustion, limited spell uses, permadeath and environmental interactions (such as a bridge). The largest system was the **grid-based combat system** itself which utilised telegraphs, unit's unique ranges and a turn-based system to swap between players and enemies.

See below for a selection of screenshots that showcase some of the game systems.



Retro TRPG aesthetic with pixel art and a simplistic cutscene to set the story.



Level Selection: Choose the level you want to attempt and try again if you wish to improve your skills. New levels will be available throughout the story.



Battle System: Full of punishing systems such as permadeath and exhaustion, players need to think tactically to complete each battle successfully.



Unit Selection: Players select their party from an array of different characters with different skillsets such as a Barbarian, an Archer, and a Mage.