

FLUFFY STITCHES

PROJECT

Fluffy Stitches began as a project for a Computer Graphics course. While the original scope was ambitious, the current build focuses on capturing the feel of combat and resource gathering.



Current Features and Mechanics

- Player character capable of switching between two weapons, each with different attack pattern
- Enemy with a distinct, telegraphed attack
- Resource generation (dropped by enemy) and collection, currently signified as score
- Simple GUI for main menu and pause menu.

Future Plans

- Create a playable level template
- Add power-ups for run-long upgrades, along with necessary UI
- Implement procedurally generated dungeons
- Add game-wide progression through weapon upgrades and other systems
- Introduce more varied enemies, including a boss encounter
- Overall polish, including custom made graphics

Overall, the project was designed with scalability in mind and has demonstrated some of the challenges associated with game development and time management.

Development progress documentation:
<https://courses.cs.ut.ee/2026/cg-pro/spring/Main/Project7>

Author: Reio Soikka
Curriculum: Informatics
Degree level: Bachelor



UNIVERSITY OF TARTU

Institute of Computer
Science