

GianImpr Merge branch 'main' of https://github.com/GianImpr/Castlevania-Remnan... f8de2fc · 2 days ago 10 Commits

.godot	Hotfix changes	2 days ago
Extensions	Initializing repository	4 days ago
SampleProject	Hotfix changes	2 days ago
addons	Initializing repository	4 days ago
android	Initializing repository	4 days ago
assets	Initializing repository	4 days ago
guide_examples	Initializing repository	4 days ago
rooms	Initializing repository	4 days ago
scenes	Hotfix changes	2 days ago
HUD.tscn	Initializing repository	4 days ago
OoE2.tres	Initializing repository	4 days ago
README.md	Hotfix changes	2 days ago
cas-03.ico	Initializing repository	4 days ago
cas-03.png	Initializing repository	4 days ago
cas-03.png.import	Initializing repository	4 days ago
default_bus_layout.tres	Hotfix changes	2 days ago
export_presets.cfg	Hotfix changes	2 days ago
flash.gdshader	Initializing repository	4 days ago
gradient.gdshader	Initializing repository	4 days ago
h_box_container.gd	Initializing repository	4 days ago
hud.gd	Initializing repository	4 days ago
icon.svg	Initializing repository	4 days ago
icon.svg.import	Initializing repository	4 days ago
inventory.gdshader	Initializing repository	4 days ago
logo.png	Initializing repository	4 days ago
logo.png.import	Initializing repository	4 days ago
logoresized.png	Initializing repository	4 days ago
logoresized.png.import	Initializing repository	4 days ago
project.godot	Initializing repository	4 days ago

About

Source code for the work in progress fangame Castlevania: Remnants of Darkness.

- Readme
- Activity
- 29 stars
- 5 watching
- 1 fork
- Report repository

Releases 2

Public Demo Release Hotfix Latest 2 days ago

+ 1 release

Packages

No packages published

Languages



README

Welcome to the GitHub page of Castlevania: Remnants of Darkness!

# Castlevania

## Remnants of Darkness

### About this project

This is a fangame I'm developing in **Godot Engine 4.3**, and my goal is to create a full game (while also learning how to make games, since this is the first one I'm making) based on the Metroidvania genre.

I am sharing the source code because this project is open source, as I am not **monetizing this game in any way**, and I am more than glad to help people figure out or toy with the code that makes my game run. If you would like to help me in any way, please consider contacting me on Discord (tag is .shuan).

### About the game

This game is a fan sequel to **Castlevania: Curse of Darkness**, a 3D Castlevania released in 2005 for the PS2, which tells about the tale of Hector, a forgemaster who can summon demons that fight for him, seeking revenge while facing hordes of creatures of the night. This game aims to take the distinctive elements of **Castlevania: Curse of Darkness** and reproduce them in a 2D Metroidvania context, while also taking inspiration from other games in the franchise such as **Symphony of the Night**, **Lament of Innocence** and the DS Castlevania titles.

### What you can find here

- If you want to play the game, you can get the `.exe` or `.apk` in the [Releases](#) page.
- If you instead want to open the project in Godot, you can download the source code and then open `project.godot` in Godot Engine 4.3.

#### 🔔 Tip

If you are playing this on Windows, Windows SmartScreen will surely complain. Ignore it, this project is safe. (and if you're not trusting me, just look at the source code)

#### ⚠ Warning

When opening this project, **please use Godot Engine 4.3**, as the project is not compatible with older versions of the engine, and 4.4 *breaks room transitions*.

#### 📄 Note

Currently, the Release page **only contains executables for Windows and Android**, but you *can open the project in Godot on your device and compile it there*, so even if you're on Linux or Mac, you still have a way to play the game.

### What does each directory contain?

- `addons` : Contains all files related to Godot Addons, such as G.U.I.D.E, Metroidvania System, Input Helper and Input Buffer;
- `android` : Contains files for making builds on Android;
- `assets` : Contains images, spritesheets, textures, sounds, soundtracks and so on;
- `guide_examples` : Contains guides for the G.U.I.D.E Addon;
- `rooms` : Contains old builds of room scenes, nothing of value;
- `SampleProject` : Contains most of the project's data, like scripts, scenes, enemies, items, menus and so on.
- `scenes` : Contains some scenes of the game, but most of them are inside the SampleProject folders.

#### 📄 Note

Future updates will focus on reorganizing and removing unnecessary resources. Expect things to be clearer as time goes by. The same goes for the code in the scripts: it will be refactored continuously to become more readable and possibly more efficient.

### Copyright information

Since this project does not contain monetization in any form, it's compliant to the Copyright rules of Konami, which state the following:

Generally, Konami Digital Entertainment BV allows the use of copyrighted material for non-commercial use by fans. However, the use must be done in a way that does not spoil or reveal the story of the game itself to other players.

### Important

Castlevania is developed, owned and distributed by Konami, and all rights are reserved to them. No spoilers for **Castlevania: Curse of Darkness**, or any other games, will be encountered during your playthrough of **Castlevania: Remnants of Darkness**.

## Credits

---

### Sprites

- Donoffrio and EchidKnux: [Deviantart](#), [YouTube](#)
- Konami

### Music

- BELMONT LEGACY: [YouTube](#)
- Konami

### Testing

- Masked Dedede: [YouTube](#)
- Distopia: [YouTube](#)
- MazenK3: [YouTube](#)

### Godot Addons