IJARSCT



International Journal of Advanced Research in Science, Communication and Technology (IJARSCT)

International Open-Access, Double-Blind, Peer-Reviewed, Refereed, Multidisciplinary Online Journal

Volume 5, Issue 4, February 2025

RPG Game Demon Slayer: Shadows of the Moon

Mr. Aniket Devlekar¹, Ms. Aakanksha Sankpal², Mr. Ojas Patil³, Ms. Namrata Madhvi⁴

Students, Department of Computer Technology^{1,2,3}
Lecturer, Department of Computer Technology⁴
Bharati Vidyapeeth Institute of Technology, Navi Mumbai, Maharashtra, India

Abstract: "Demon Slayer: Shadows of the Moon" is a captivating 2D top-down RPG that invites players to step into the shoes of Tanjiro Kamado as he embarks on his harrowing journey inspired by Season 1 of the beloved anime. Set in a beautifully hand-drawn world reminiscent of Taisho-era Japan, players will navigate lush forests, eerie mountains, and bustling villages, all while confronting the dark forces of demons that threaten humanity.

Players will experience a rich narrative filled with emotional depth as they seek to avenge their family's tragic fate and protect Tanjiro's transformed sister, Nezuko. The game features engaging quests, character interactions, and challenging encounters with iconic demons, each requiring unique strategies and tactics to defeat.

Utilizing a dynamic combat system, players can switch between melee and ranged attacks, mastering a variety of breathing techniques and weapon styles as they level up and unlock powerful abilities. The top-down perspective enhances exploration and combat, allowing players to discover hidden secrets and treasures throughout their journey.

In "Demon Slayer: Shadows of the Moon," players will forge friendships, face moral dilemmas, and ultimately determine their path as a hero. Will you have the courage to confront the darkness and fulfill your destiny as a demon slayer? The fate of your world lies in your hands.

Keywords: RPG Game, 2D Orthographic, Pixelated Game, Tanjiro Kamado, Demon Slayer, Tile-Based Mapping, NPC Interactions, Inventory System, Quest System, Story-Driven RPG

DOI: 10.48175/IJARSCT-23514

