

A T O P - D O W N S U R V I V A L R O G U E L I K E

HEXWARDEN

B R E W • C A S T • S U R V I V E

YOU ARE HER **WARDEN**. THE SLIMES NEVER STOP.
SHIELD THE WITCH, FILL HER CAULDRON, AND UNLEASH DEVASTATING SPELLS —
HOLD THE LINE FOR AS LONG AS YOU CAN.



► SURVIVE ENDLESS WAVES IN A CURSED SWAMP

HOW TO PLAY

- ◆ Move with **WASD** across the swamp
- ◆ Run into enemies to **ATTACK** them
- ◆ Enemies drop **FRUITS** — run over them to collect
- ◆ Fill all **3 CAULDRON SLOTS** to brew & fire a spell
- ◆ Survive as long as you possibly can

BREW & CAST

- ◆ Brewing happens **AUTOMATICALLY** when slots are full
- ◆ The **FRUIT COMBINATION** decides which spell fires
- ◆ Mix ingredients to discover devastating magic
- ◆ Discover new **COMBOS** as you experiment

LEVEL UP

- ◆ Kill enemies to **EARN XP**
- ◆ Each level-up → pick one of many **PERKS**
- ◆ Stack upgrades to grow stronger every run
- ◆ Go again — unlock **ACHIEVEMENTS** to reach further heights

Hexwarden is a university project built for the **Game Engineering** course. None of us had real game-dev experience when we started — it's a learning project made with a lot of trial, error, and genuine love for the genre.

BUILT WITH **GODOT 4.6**

INSPIRED BY **VAMPIRE SURVIVORS**

STILL IN **ACTIVE DEVELOPMENT**

THE TEAM

Jaro Winkelhausen — Game Development
Artur David — Game Development
Meik Schürmann — Game Design, UI & Menus

Hochschule Mannheim · Game Engineering
Prof. Dr. Kai Eckert · Summer Semester 2026

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