Game Design Document

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Introduction

Forbidden Labyrinth (FL) is a roguelike game with aspects taken from Hades, Monster Hunter and other games that make use of combat, stat-based interactions and combat.
The group has chosen this project as a challenge to ourselves as an engineering aligned group with more technical than artistic skill sets. The project itself will include aspects of randomly generated areas and enemy spawns, crafting, resource collection and management, upgrade systems and light build crafting.
This game is to serve as a challenge to the group as well as a project that includes what all members want to build and what they would like to see in games.

Inspirations

Hades

Hades is a rogue-lite game that is held dear by all members of the group for its character design, move-to-move gameplay as well as the overarching gameplay loop.
Hades' gameplay loop includes attempting to escape a seemingly random layout of a dungeon. The dungeon is generated on a room to room basis with the challenges, enemies and rewards randomly chosen upon entry.

Hades will serve as the inspiration for the dungeon generation design and part of the gameplay loop. A randomly generated dungeon will be built for the player to attempt to make as much progress as possible encountering enemies of increasing difficulty the longer and deeper they play. The idea of having a 'hub' to return to after each dungeon attempt is in the cards to store other external mechanics and for the player to manage resources and their inventory.

Monster Hunter

Monster Hunter is a franchise about hunting for resources. Resources are integral parts of acquiring stronger or more suitable gear for the task ahead. This leads to a fair amount of grind as resource drops are randomized completely or influenced by accomplishments during the hunt. Monster Hunter is a game of mastery and gear progression since there are no ways of improving the characters base stats.

The inspiration from Monster Hunter will influence the player's mindset towards entering the dungeon while in the dungeon and to keep the player going into it. The player will need the

resources dropped from the enemies inside the dungeon to improve their weapons and gear. Drops will be determined solely by the chance of the item dropping from the downed enemy.

Other Games or Media

- Cyberpunk, Skyrim
    - First Person
    - RPG
    - Crafting
    - Inventory Design
- GORN, BeatSaber
    - Possible VR gameplay
    - Hand Motions
- Solo Leveling
    - Dungeon Crawling
    - Loot acquired from defeated enemies
    - Unknown dungeon layout

Core Systems

Procedural Dungeon

Ash is working on a procedurally generated dungeon that changes its layout each time the player enters the dungeon in an attempt to keep gameplay fresh and stimulating for the player. The Dungeon will reform itself entirely randomly in a fashion similar to the stories of Daedalus' Labyrinth from Greek lore. The Labyrinth was an inconceivably massive maze that shifted continuously.

Enemy AI

Enemy Ai is to be modeled to attempt to counter the player, keeping gameplay dynamic and challenging to the player.

The dungeon will collect data from the player's exploits, collecting data from enemies and the player to create a network of sorts that the dungeon remembers and acts on. This is also implemented to make the player think about using new approaches and weapon-types to exploit the dungeon's new weaknesses and counter its strengths.

Crafting

Crafting is a way to incentivise players entering the dungeon multiple times in the hopes of acquiring the materials they need for upgrades or a new weapon. A need for resources makes a need to play.

Crafting in Monster Hunter is the sole purpose for hunting specific monsters over and over again. FL will aim to do the same, incentivizing players to enter the dungeon in the hopes of collecting the rarer materials to receive the more sought after gear.