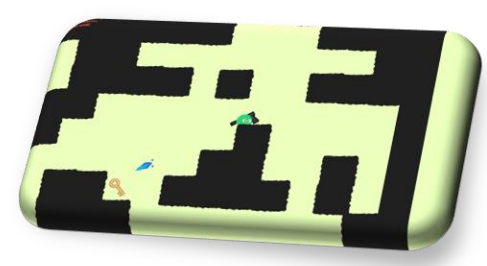


Concept sketch (A Screenshot from the Prototype)



Name

Deep Down Dungeon

Goal + Description

One day, the infamous mountain bandit ‘Diamond Vikson’, disappeared! All he left behind was a note with these words, “*MY TREASURE IS YOURS FOR THE TAKING, BUT YOU’LL HAVE TO FIND IT FIRST, I LEFT EVERYTHING I OWN IN THE DRACOCRAWFORD DUNGEON!*”

Since then many have ventured into the Dungeon, but no one has ever returned! Some say it’s not real, some say only the worthy can lay hands on it. Do you have what it takes to conquer Vikson’s treasure.

Core mechanics

- Walking / Running
- Double Jump
- Shoot
- Unique Skills

Progression + Flow

- Campaign:
  - Completion of Several Ordeals in each Stage.
  - Completion of Several Stages + Boss in each Level.
  - Completion of Few Levels each with Unique Skills to Master.
- Ending.
- Endless Mode.

Aesthetic

- Medieval Dungeon Art Style.
- Each Level will have a different Environment.

Unique selling point

- Procedural Level Generation
- Unique Skills to Master
- Replayability

Theme + Mood

- Intense Action-Packed Adventure

Controls

- Mouse + Keyboard
- Game Pad
- Touch Screen