

DUNGEON DASH

Concept and Storyboard

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Inscribed Interactive Dynamic Narrative Narratives Narrative

01 INSCRIBED NARRATIVE

The dramatic elements of a game that have been designed and inscribed by the game developers.

FOUR COMPONENTS:

Premise:

- Set in a Medieval fantasy world.
- A mystical dungeon emerges once every century, filled with treasures and dangers.
- Heroes enters in the dungeon to fight against monster.

Setting:

- Sprawling, ever-changing dungeon.
- Each area within the dungeon presents unique monsters and challenges.

Characters:

- Players can choose from three main characters: Warrior, Archer, Mage.
- Each character has unique abilities and playstyles.
- Characters evolve with upgrading items and skills.

Plot:

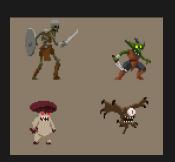
- The core journey involves traversing the dungeon to discover its hidden secrets and defeat the final boss.
- With each new playthrough, players encounter different dungeon layouts and monster encounters, ensuring a fresh experience.













Storyboard - Dungeon Dash









Main Page:
Player start the game

Character Select Page:
Player can select a
character

Stage 1:
Player enters the stage
1 dungeon and fight
against monster

Stage 2: (more difficult)
Player enters the stage
2 dungeon and fight
against monster









Item Upgrade:

Player can upgrade the item or the skills

More stages...

Final Stage: Boss Monster!!!!! Defeating the Boss!

Dungeon ALL CLEAR!

INTERACTIVE VS. LINEAR NARRATIVES?

- Dungeon Dash Primarily Interactive
- Constant Goal:
 - o Complete the each stages of dungeon
 - Defeat the final boss
- Player Decisions Influence:
 - Character choice
 - Player movement
 - Iterm utilization
- Outcome:
 - Creates a unique story each playthrough.





Purposes for Inscribed Dramatics

• Evoking Emotion:

- Game's challenge and discovery thrill engage and invest players emotionally.
- Motivation and Justification
 - Desire to uncover secrets and justify strategies through combat and navigation.
- Progression and Reward:
 - New items, skills and new dungeon with monsters encourage deeper engagement and exploration.
- Mechanics Reinforcement
 - Game setting and special powers help characters get stronger in a way that makes the story more interesting.







O2 DYNAMIC NARRATIVE

Occurs as the game is played.

INTERACTIVE FICTION

- The narrative is driven by the choices made by the player
 - Character
 - o Items

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- Navigation
- Interactions with NPCs in the game (merchant)
- Direction of the game dynamically adjusts based on the path the player chooses

EMERGENT NARRATIVE

- Players contribute to the story through their interactions with game mechanics:
 - Various monsters
 - Final boss
- Players mechanical skill and choice of class and items will affect the difficulty and direction of the game
- The game can be replayed with a different class and choice of items, to provide a different story each time



O3 CULTURAL LAYER NARRATIVE

Players take control and make their own game stories.

PLAYERS MAKE THEIR OWN STORY

- Through the choice of different:
 - Character class
 - o Items
 - Map navigation
 - Playstyle
- Each decision the player makes can lead to a unique gameplay experience and story







FAN FICTION

- Fans could create character backgrounds:
 - Name
 - Characteristics
 - Backstory
 - Art

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• Fan made tales/stories

NARRATIVE GAME MODS

- Different mods could be made to adjust the style of the dungeon
 - Runic Dungeon
 - Frozen Crypts
 - Catacombs
- Mods could be created that add new character classes, and/or items



MACHINIMA

- Fans could use game engines to create their own story such as:
 - Unity
 - Unreal Engine
 - Godot

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 Fans could also explore the use of comic books, graphic novels, or fan art

CULTURAL NARRATIVE STORIES

- Players could tell stories about their adventure in the dungeon, and the various obstacles they had to overcome and their triumphs
- Players could tell stories related to the different monsters, items, rooms, and the final boss in the game



QUESTIONS