



# DUNGEON DASH

Concept and Storyboard

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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:
  - Complete the each stages of dungeon
  - Defeat the final boss
- Player Decisions Influence:
  - Character choice
  - Player movement
  - Item 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.





02

# DYNAMIC NARRATIVE

Occurs as the game is played.





# INTERACTIVE FICTION

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



03

# CULTURAL LAYER NARRATIVE

Players take control and make their own game stories.



# PLAYERS MAKE THEIR OWN STORY

- Through the choice of different:
  - Character class
  - 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
- 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
- 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

