Dungeon Escape

1.Introduction

"Dungeon Escape" is metroidvania, 2d platformer, puzzle game where you play as boy named Jason. In "Dungeon Escape" you will get unique experience of exploring various corners of the dungeon and the solution of furious puzzles. But this is not all that "PGPN" can offer, also the player will be able to test his reaction in battle with different types of opponents.

2. Concept

"Dungeon Escape" is metroidvania, which means that player will need to do a lot of backtracking (e.g. player found key in level2, so he travels back to level1 to open the chest he could not before). "Hollow Knight" heavily inspires "Dungeon Escape".

3. Gameplay

Jason in beginning is only able to jump, but as the plot progresses Jason learn how to use sword and unlock new movement abilities. For example: Jason will learn how to dash in direction of movement using an artifact. By using dash, he will increase his mobility in air and will be able to get to secret rooms, dodge projectiles etc. Another very important aspect of the gameplay are puzzles. Puzzles, in contrary to fast-paced combat, are challenging player`s logic and sharpness of his/her mind.

4. Visuals

"Dungeon Escape" is full of highly detailed sprites, not only main hero, but also enemies, pickups and background. Most of the sprites are animated, which increases immersion into gameplay.