Dungeon Escape

Rob Whitaker & Anthony Barranco

Level 0

Goals

* Obtain the gold key to unlock the next level door.
* Reach the next level door

Objects

* Red key – unlocks the red door
* Red door – teleports the player over to the gold key
* Gold key – unlocks the next level door
* Next level door – advances to the next level

Play rules

* Rule 1: Player has 3 lives.
* Rule 2: If player runs out of lives, they start back at level 0.
* Rule 3: Obtaining a colored key unlocks the colored door (eg red key unlocks red door)
* Rule 4: Player must obtain the gold key to unlock the next level door which progresses to the next level
* Rule 5: The faster the level is completed, the higher the score.

Level 1 – **extending the goals, objects, and play rules of Level 0**

Goals

* Obtain the gold key to unlock the next level door.
* Reach the next level door

Objects

* **Blue & Green keys – unlocks the blue and green doors**
* **Blue & Green doors – teleports the player to different locations on the level that may or may not lead to the gold key**
* Red key – unlocks the red door
* Red door – teleports the player over to the gold key
* Gold key – unlocks the next level door
* Next level door – advances to the next level

Enemies

* **Guards – 2 enemy guards patrol areas and if line of sight is entered, they increase speed. Colliding with a guard loses a life, player begins at beginning of level again. Cannot be killed, must be avoided.**

Play rules

* Rule 1: Player has 3 lives.
* Rule 2: If player runs out of lives, they start back at level 0.
* Rule 3: Obtaining a colored key unlocks the colored door (eg red key unlocks red door)
* Rule 4: Player must obtain the gold key to unlock the next level door which progresses to the next level
* Rule 5: The faster the level is completed, the higher the score.

**Bold** indicates new content for Level

Level 2 – **extending the goals, objects, enemies and play rules of Level 1**

Goals

* Obtain the gold key to unlock the next level door.
* Reach the next level door

Enemies

* Guards – **4 guard enemies** patrol areas and if line of sight is entered, they increase speed. Colliding with a guard loses a life, player begins at beginning of level again. Cannot be killed, must be avoided.

Objects

* Blue & Green keys – unlocks the blue and green doors
* Blue & Green doors – teleports the player to different locations on the level that may or may not lead to the gold key
* Red key – unlocks the red door
* Red door – teleports the player over to the gold key
* Gold key – unlocks the next level door
* Next level door – advances to the next level

Obstacles

* **Spikes – raise from the floor in various locations. Touching them makes the player lose a life, player begins at beginning of level again.**
* **Swinging guillotines – swinging scythes that player must time right to duck under and avoid. Touching them makes the player lose a life, player begins at beginning of level again.**

Play rules

* Rule 1: Player has 3 lives.
* Rule 2: If player runs out of lives, they start back at level 0.
* Rule 3: Obtaining a colored key unlocks the colored door (eg red key unlocks red door)
* Rule 4: Player must obtain the gold key to unlock the next level door which progresses to the next level
* Rule 5: The faster the level is completed, the higher the score.

**Bold** indicates new content for Level

Level 3 – **extending the goals, objects, enemies, play rules, and obstacles of Level 2**

Goal

* Obtain the gold key to unlock the next level door.
* Reach the next level door
* **Defeat the big guard blocking the gold key before progressing to the next level door.**

Objects

* **Purple key – unlocks the purple door**
* **Purple door – teleports the player to different locations on the level that may or may not lead to the gold keys**
* **Spear – upgrade that gives the player the weapon, must be picked up**
* Blue & Green keys – unlocks the blue and green doors
* Blue & Green doors – teleports the player to different locations on the level that may or may not lead to the gold key
* Red key – unlocks the red door
* Red door – teleports the player over to the gold key
* Gold key – unlocks the next level door
* Next level door – advances to the next level

Weapon

* **Spear - the ability to chuck spears to eliminate enemies with a single button tap**

Enemies

* Guards – 5 enemy guards patrol areas and if line of sight is entered, they increase speed. Colliding with a guard loses a life, player begins at beginning of level again. Cannot be killed, must be avoided.
* **Big guard – considered a boss enemy, takes 10 spears to kill. Throws projectiles at player, if collided, player loses a life and begins at beginning of level**

Obstacles

* Spikes – raise from the floor in various locations. Touching them makes the player lose a life, player begins at beginning of level again.
* Swinging guillotines – swinging scythes that player must time right to duck under and avoid. Touching them makes the player lose a life, player begins at beginning of level again.

Play rules

* Rule 1: Player has 3 lives.
* Rule 2: If player runs out of lives, they start back at level 0.
* Rule 3: Obtaining a colored key unlocks the colored door (eg red key unlocks red door)
* Rule 4: Player must obtain the gold key to unlock the next level door which progresses to the next level
* Rule 5: The faster the level is completed, the higher the score.

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