

Heart of the Labyrinth

Heart of the Labyrinth is a rogue-like dungeon management game, where the player must defend the heart of their labyrinth from would-be adventures. The player takes the role of a newly formed Labyrinth heart and must use their powers to build traps, summon mighty defenders, and build a terrifying labyrinth to kill or ensnare those that seek to kill them.

Engine: Unreal Engine 5.4.4 or 5.7

Win/Lose Condition: As of current there is no outlined “Win Condition,” but this can change as development gets pushed forward and as milestones and story are added to the game. However, the ending conditions would be simply if the Players Heart is stolen or destroyed by enemy invaders. Additional ending conditions can be if the player runs out of resources without any additional way to generate them allowing the game to prematurely end by mismanagement.

Theme: High Fantasy/Dungeon Core

The players will be taking the place of a Labyrinth Heart and will be using the creatures of the world to defend themselves and expand. Different games that have done similar things in the past are: Dungeon Keeper (I, II, III), There will be Billions, Dungeon Tycoon, Gnomes, Dungeon Warfare, War for the Overworld, Dwarf Fortress, KeeperRL.

Player Actions: The player actions are to be able to move the camera around using WASD, or any other way they wish to keybind the game. Use the mouse to select any character or object active within the play area to display the stats of that object and give limited commands. Click on the UI to Build or summon objects/NPC into the play area. Click and drag over an area to select multiple units to give bulk orders

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UI References:



For UI elements looking at games like Dungeons 4, War for the Overworld we get a simple stylistic UI that would be able to hold the information we would want to convey to the player. References for Diablo 3's menu UI showing simple and efficient UI management for settings and a good pause menu. Alternatives for layout and styling can be seen with Dwarf Fortress and KeeperRL.



For the Main menu the simple line up on the left $\frac{1}{3}$ in a line is the simplest and most common example of a main menu for a game.

Gameplay break down:

The player's time is split into two categories: Defending and Building/planning. The players will use the different time blocks to primarily do different actions. During the building time the player is free to plan and construct their labyrinth without threat of losing. While during the defending time the players will be focused on ensuring that they are not losing the game by moving their units and using any other tools at their disposal to remove the intruders when they become a threat. While there are these two different blocks of time the players actions are not fully restricted in either block, meaning if the player deems that the intruders are not a threat they can ignore them entirely and continue to build, and during the building/planning block, players are free to move and organize their units as they see fit.

Mechanics:

Building - The map will be a mostly "Closed" or inaccessible space except what areas have been either dug out by the players units or through the use of their resource(Mana) to do it instantly. This expands the grid

Summoning Units - The player will spend their resources(Mana) to summon different units that have different abilities and stats. The stronger or more versatile the unit is the more it will cost.

Buildings and traps - The player can either spend their resources(Mana) or have their units set up or construct various buildings and traps to provide bonuses to their units or harm the enemies.

Magic - The player will have access over time to various spells to break their enemies, or help their own units.

Command Units - When the player selects one or more units they will be able to give them different commands from moving them from one location to another, patrol certain areas, or any other additional things that they might be able to do(ex. Build traps, tools, ect) They will also be able to set simple combat instructions for each unit individually or as a group.

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Change Game Speed - The player will be able to speed up and slow down the pace of the game at the click of a button on the UI or by Hotkey to ensure that they have control of most situations at hand.

Resources:

Mana - The player will have a maximum mana pool that slowly fills over time. By leveling both will increase naturally over time allowing more flexibility and options during play.

Tools - The player will be able to pilfer tools and weapons from the enemies they defeat allowing the player to equip them to their own units.

Save/load - The player will be able to save/load their game at any time.

Combat - Combat will be fairly straight forward with a break between Melee/Ranged based on how many grid spots the different units are placed apart. A simple AI will determine what actions the units on the map will take, with each unit having its own "preference" of combat style.

Capturing - During combat the ability to "capture" enemy units allows the player to drain them of their mana via the use of buildings or special units. However not every player unit is capable or willing to let enemies live.

Leveling - As the player kills intruders they will gain "Souls" and by gaining enough souls the player will be able to level up letting them unlock powerful spells, or upgrade future units for the game.

Game States:

Main Menu - Players can use the mouse to interact with the UI elements on screen to either Start a new game, Load/Delete a game save, Continue Last Played game, Open the options Menu, or Exit the game.

Gameplay State -

Camera State - During the game play state the player will be able to use several Hotkeys (WASD, 1, 2, 3, esc) and the mouse to interact with the play area and the on screen UI.

Summon/building State - when the players click on part of the UI that allows them to build or summon their controls and display will slightly change showing them what tiles are valid to place or use that specific action. Additionally the esc key will change to cancel the action rather than just open the pause menu. Once the state is left esc will return to its regular function.

Control state - When the player selects a single unit their display will change to show that unit's possible actions, and their current status. When selecting several of the same unit, the groups overall statuses will be shown instead without any actions that are for a single unit to perform. If a group of different units are selected the overall group statuses will be shown and only basic actions will be shown.

Game/pause Menu - When the player presses the esc key the pause menu will display and all gameplay State controls will be disabled along with pausing the game. The player will be put into a state like the main menu state where they have access to the mouse to click on the pause menu UI and the esc key to close the pause menu. When the pause menu is left, the Gameplay State is re-enabled and the game is unpause.

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Level Up State - This state is similar to the state above except that the player esc key will open the Game/pause Menu enabling that state. This state pauses the game when the player is allowed to take their time and make upgrade choices at their leisure.

- Minimum Viable Product (MVP) -

- Camera Controls
- Building Controls
- Summoning Controls
- Unit Commanding controls
- Grid Based map
- UI
- Enemy Unit Spawning
- Enemy Scaling vs Time/Level/Dungeon Size
- Unit AI
- Unit status

- Cuttable

- Enemy Capturing
- Limb damage
- Multiple floors
- Leveling system
- Player Spells
- Changing game speed
- Enemy Variety
- Unit variety
- Tools
- Save/load