



'Risky riddles and tricky traps' - you

This page: Table of Contents and Team Member Listing

Table of Contents

- 1 [Game Overview](#)
- 2 [High Concept / Genre](#)
- 3 [Unique Selling Points](#)
- 4 [Platform Minimum Requirements](#)
- 5 [Competitors / Similar Titles](#)
- 6 [Synopsis](#)
- 7 [Game Objectives](#)
- 8 [Game Rules](#)
- 9 [Game Structure](#)
- 10 [Game Play](#)
 - 10.1 [Game Controls](#)
 - 10.2 [Game Camera](#)
 - 10.2.1 [HUD](#)
 - 10.2.2 [Maps](#)
- 11 [Players](#)
 - 11.1 [Characters](#)
 - 11.2 [Metrics](#)
 - 11.3 [States](#)
 - 11.4 [Weapons](#)
- 12 [Player Line-up](#)
- 13 [Art](#)
 - 13.1 [Setting](#)
 - 13.2 [Level Design](#)
 - 13.3 [Audio](#)
- 14 [Wish List](#)
- 15 [Bibliography](#)

Game Development Team Members

PRODUCER

You

PRODUCTION MANAGER

You

PRODUCTION COORDINATOR

You

GAME DESIGNERS

You

SYSTEMS/IT COORDINATOR

You

PROGRAMMERS

You

TECHNICAL ARTISTS

You

AUDIO ENGINEERS

You

UX TESTERS

You

1 Game Overview

Title: Riddle-Me Dungeon

Platform: PC

Genre: 2D Puzzle/Maze

Rating: (12+)

Target: Casual gamer (aging from 12 - 30)

Release date: May 2021

Publisher: Riddle-Me Gaming

Riddle-Me Dungeon is a 2D, top-down puzzle/maze game where the Player is a man who got lost in the woods and found this little town, with no clear exit. Somehow the forest repels his attempts to leave the way he came. The only places he can go are into the shop or down into the mines. Solving riddles, dodging or disarming traps, and exploring the maze of the mines, the Player tries to survive and find the way out of this small town. Unfortunately, traps scattered throughout the mines make survival more difficult. Using gold accrued through solving puzzles and exploring, the Player can buy or find items and potions to best traps. Eventually, if the exit is found, the Player returns to their home and family with newly found wealth.

2 High Concept / Genre

Riddle-Me Dungeon set the Player in a small town with a mine and no other way out. Traps and puzzles block paths in the maze to the exit. Solve riddles to open doors and gain money, find or buy items to overcome traps, and upgrade your character to survive the mines.

3 Unique Selling Points

Riddles are randomly selected from the difficulty of the floor. Some riddles pertain to the game itself and some are impossible to do without retracing your steps.

4 Platform Minimum Requirements

Very low level Windows

5 Competitors / Similar Titles

Similar art to Stardew Valley

6 Synopsis

Take a trip to this calming town, with only a single building (for now). What looks like a building at first teleports you to a small, grassy field with a little shop. Unfortunately, after exploring the

shop and town entirely, there appears to be no way back home. There seems to be a road leading South but its blocked and climbing is hard. The only place left it seem is the ominous mine so enter it and explore. Riddles get progressively harder as the floors progress. Traps do more damage and are more prevalent. Make sure to visit the shop since some traps are impassible without it. Hopefully, you can find the ladder to leave the town. If not, have fun exploring your meager surroundings.

7 Game Objectives

Escape the town through the mazelike mines by solving riddles and avoiding or negating traps.

8 Game Rules

The game level is a closed environment set in a small town and dungeon. Movement in 4 directions is allowed but the map is contained. If the player dies, they respawn back in the town, losing half of their gold. The player gains gold by solving riddles and collecting chests. Doors all relock once the player returns to the town unless they've completed the dungeon. To activate an item, the Player needs to click it in their inventory.

9 Game Structure

Gameplay

Finishing the dungeon opens an area to go that tells the Player that they have completed the game and takes them to the Credits.

10 Game Play

10.1 Game Controls

UP – Move Forward

DOWN – Move Back

LEFT – Move Left

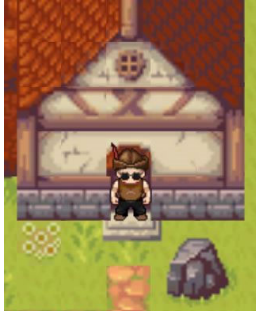
RIGHT – Move Right

TAB – Open Inventory

ESC – Open Menu

10.2 Game Camera

Fixed on player in this perspective



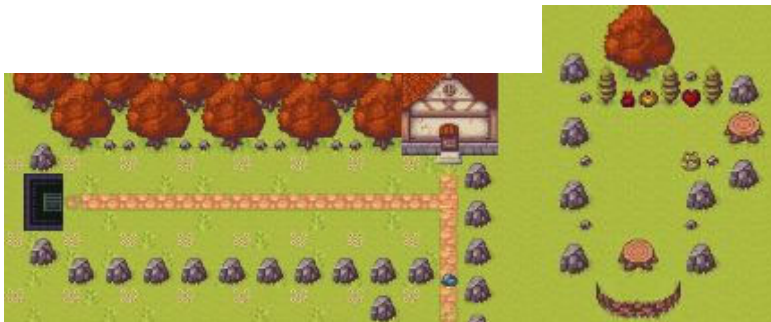
10.2.1 HUD

Player Health – player health

Purse – gold amount

Both displayed in the top left corner

10.2.2 Maps



The mine is secret.

11 Players

11.1 Characters

The man got lost in the woods and is stuck in this town.

11.2 Metrics

Speed: $4 + 1$ for each upgrade

Max Health: $100 + 10$ for each upgrade + 1 for an easter egg

Armor: $0 + 2$ for each upgrade or potion

- Armor negates a flat amount of damage based on the level of armor

11.3 States

Idle: Idle standing state.

Move: Movement in each of 4 directions

Death: Repeating death animation until 'Respawn' selected

12 Player Line-up



13 Art

13.1 Setting

Town area bounded by rocks and trees.

Small house for the shop entrance.

Shop is bound by rocks with tree stumps for the entrance/exit.

Wood and purple spaces provide the boundaries for the tutorial floor and floor 1

The boundaries of floor 2 are just the void, black spaces. Purple spaces take you to prison if you touch them.

13.2 Level Design

Mines bounded by wood logs, purple, and black spaces.

Locked door sprite replaced with regular door sprite when Player unlocks it.

The mine is a maze with locked doors and some signifier of a riddle.

Traps are scattered throughout to make areas more difficult.

On floor 2, purple spaces are a new trap that causes you to fall to prison, a spiral of purple spaces that takes focus to escape.

13.3 Audio

Main menu background music

Forest area background music

Mine background music

Spike and bear trap use the same sound effect

Fire trap sound effect

14 Wish List

Adding Saving/Loading

15 Bibliography

- AhNinniah (2018, October 29). Free Game Items. In Unity Asset Store. Retrieved from <https://assetstore.unity.com/packages/2d/environments/free-game-items-131764>
- Ansimuz (n.d.). Patreon's Top Down Collection. In itch.io. Retrieved from <https://ansimuz.itch.io/patreonstop-down-collection?download>
- Brackeys, . (2017, May 31). Introduction to AUDIO in Unity. In YouTube. Retrieved from <https://www.youtube.com/watch?v=6OT43pvUyfY>
- Brackeys (2018, December 2). SAVE & LOAD SYSTEM in Unity. In YouTube. Retrieved from https://www.youtube.com/watch?v=XOjd_qU2ldo
- Conway Jr., D., Nila122, Sjolund, J., Challener, S., Brimhall, T., Whitlock, M., Krohn, M., & Untinen, T. (n.d.). Universal LPC Spritesheet Character Generator. In github.com. Retrieved from <https://github.com/sanderfrenken/Universal-LPC-Spritesheet-Character-Generator>
- Deathscyp, . (2018). Spiketrapp. On Deathscyp Factory [Online sound recording]. Retrieved from <https://freesound.org/people/Deathscyp/sounds/443806/>
- Donvito, T. (2020, April 30). 101 Riddles That Will Stump You Every Time (But Don't Worry—We'll Give You the Answers). In Parade. Retrieved from <https://parade.com/947956/parade/riddles/>
- James, C. (Artist). (2021). Riddlelcon.
- JayHu, . (2020). Forest. On forest [Online sound recording]. Retrieved from <https://freesound.org/people/JayHu/sounds/506103/>
- Lately Kind of Yeah, . (2019). The Menu Alter. On Espers [Online sound recording].
Lately Kind of Yeah (Group). Retrieved from https://freemusicarchive.org/music/Lately_Kind_of_Yeah/espers/the-menu-altar
- Monkey, C. (2019, December 27). Simple Shop in Unity (Buy Items, Weapons, Armor). In YouTube. Retrieved from <https://www.youtube.com/watch?v=HuXy4XX0hzc>
- NYKNCK (n.d.). Skull Sprite. In itch.io. Retrieved from <https://kvsvr.itch.io/skull-sprite>
- Phlair, . (2017). Dungeon Ambiance. On PhlairSounds [Online sound recording]. Retrieved from <https://freesound.org/people/phlair/sounds/388340/>
- Stealthix (n.d.). Animated Traps. In itch.io. Retrieved from <https://stealthix.itch.io/animated-traps>
- RAFMANIX, . (2021, January 18). 2D Halloween Decoration. In Unity Asset Store. Retrieved from <https://assetstore.unity.com/packages/2d/environments/2d-halloween-decoration-102536>
- wjl, . (2018). Short-Fireball-Woosh. [Online sound recording]. Retrieved from <https://freesound.org/people/wjl/sounds/267887/>