

'Risky riddles and tricky traps' - you

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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: April 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. Movement in 4 directions is allowed but the town and shop are contained. If the player dies, they respawn back in the town (maybe losing money, maybe only having a few lives, not decided yet). They player gains gold by solving riddles, increasing with the difficulty. Door all relock once the player returns to the town unless they've reached the next floor.

9 Game Structure

New Game or Load Save Selection
Gameplay
Winning or Losing Screen

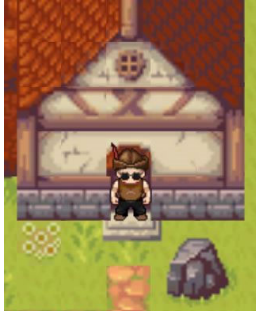
10 Game Play

10.1 Game Controls

W or UP – Move Forward
S or DOWN – Move Back
A or LEFT – Move Left
D or RIGHT – Move Right
SPACE – Attack

10.2 Game Camera

Fixed on player in this view



10.2.1 HUD

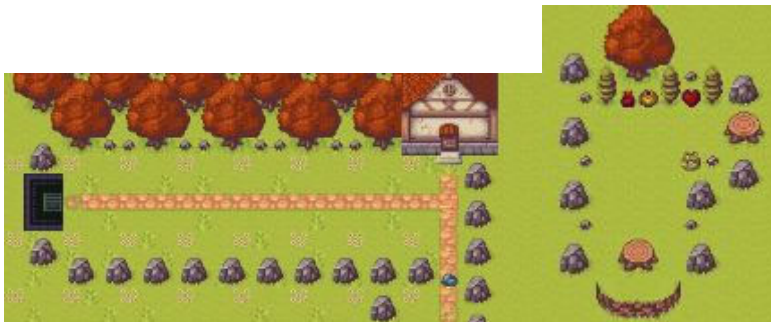
Player Health – player health

Purse – gold amount

Both displayed in the top left corner

More TBD

10.2.2 Maps



Mine not shown since why would I show a maze?

11 Players

11.1 Characters

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

11.2 Metrics

Speed: TBD

Max Health: Changes with Items and Upgrades

Attack Damage: N/A

Armor: Changes with Items and Upgrades

11.3 States

Idle: Idle standing state.

Move: Movement in each of 4 directions

Attack: Attack animation in direction last moved

Death: Probably but not implemented yet

11.4 Weapons

Just the pickaxe used to hit crates

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.

13.2 Level Design

Mines bounded by wood logs.

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 TBD

13.3 Audio

None yet

14 Wish List

Finish game

15 Bibliography (Will ADA format once complete)

Player Sprite - https://sanderfrenken.github.io/Universal-LPC-Spritesheet-Character-Generator/#?ribs_blood=0&brain_blood=0&arm_blood=0&mouth_blood=0&eye_blood=0&body=zombietrue

Tilemaps - <https://ansimuz.itch.io/patreons-top-down-collection?download>

Simple Shop - <https://www.youtube.com/watch?v=HuXy4XX0hzg>

Save and Load - https://www.youtube.com/watch?v=XOjd_qU2Ido