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***-*MeDungeon**

***‘Risky riddles and tricky traps’*** - you

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# 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

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### 10.2.1 HUD

Player Health – player health

Purse – gold amount

Both displayed in the top left corner

10.2.2 Maps

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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

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