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The Bone Dome HP

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# HP Concept

## The Idea;-

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### ¬ Why These Genres?

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### ¬ Why These Forms of Storytelling?

## Features;-

### ¬ Things that Players can do, such as;

## Player Motivation;-

## Platform;-

## Target Customer;-

## Unique Selling Points;-

Bone Rush GDD

<Concept Art / Screenshot here>

# Initial Concept

Originally, the inspiration of Bone Rush derived from PCG (Procedurally generated games), such as a Binding of Isaac and Enter the Gungeon. Taking aspects of gameplay from both games, our team decided to attempt to place our own spin on the PCG-esque market by introducing several USPs; a scaling difficulty, a first-person roguelike and the use of PCG itself to create a (to an extent) randomised dungeon.

## Developed Concept –

Bone Rush is a dark 3D First-Person Dungeon Crawler RPG set in a Neo-Romantic, Medieval Fantasy universe where the unique mechanic is that the player can fight the endgame boss at any time, who is constantly recovering health on a timer, and buffing itself in a ritual. It is targeted at players who enjoy a variety of difficult challenges that come with rewards. In addition, we’ll also reach out to trophy hunters who want a sense of accomplishment through completing various challenges to unlock achievements.

Play as a Knight, wielding a sword and shield and adventure deep into a procedurally generated crypt - with rooms varying in objectives such as from defeating all enemies to solving puzzles - to stop an ancient ritual from completion. Challenge the fates of previous adventurers by looting their items to heal and buff you in facing off against a variety of skeletons.

Choose and prioritise up to two stats that you level up during your dungeon delve. The player may crush an item to face off against the giant, sledgehammer-wielding skeleton that utilises multiple abilities. The ritual may only be interrupted during the boss fight, so the pressure is on the player to time themselves carefully.

## Level Design –

# Design Pillars

## Pillar 1 -

## Pillar 2 -

## Pillar 3-

# Mechanics

## Placeholder -

## Placeholder -

## Placeholder -

# Narrative / Story

## Setting -

## Characters biographies -

## Mechanics that are introduced through the story -

# Art style

# Music / Sound

# Bibliography / Image sources