# Dungeon 1| Level Design

**Standards:**

* Each dungeon consists of a finite number of floors, determined before the dungeon is entered.
* The floor numbering corresponds to the depth in the dungeon, so floor #1 is at depth 1, floor #2 is at depth 2, and so on. As the depth increases, the difficulty will scale up.
* Each floor has a starting/entrance room, and an exit room. The starting room contains a teleporter back to the hub ship. The exit room contains a teleporter back to the hub ship, or down to the next level in the dungeon.
* The final floor of a dungeon has a boss. This boss guards/drops good loot, a map to the next planet, and a piece of the cube the AI is trying to rebuild. There should also be a teleporter out of the dungeon somewhere near the boss.

**Dungeon 1 Specifics:**

Emphasis on larger rooms with more space to move. Fits the more barren theme of the world and also give the player some extra breathing room to learn the game mechanics.

**Rooms:**

* **Small Rooms:** Connections to the bigger rooms, creating a more organic feel. I want at least one small room in between large rooms. Not too many smalls rooms in a row. Maximum two.
* **Medium rooms:** Can be used interchangeably with small rooms for the first dungeon.
* **Large rooms:** Most of the dungeons makeup.

**Room placement philosophies:**

* Large rooms are going to make up the bulk of this dungeons layers.
* Each large room will be connected to another by at least one small room.
* There should be no more than two small rooms on a row before another large room.
* There is one pair of large rooms that have no small room connectors.

***(See example drawing in this Folder)***

**Enemy placement philosophies:**

* Small enemies will be plentiful in the large rooms, but spread out. They are consistently in all types of rooms.
* Medium enemies will be placed in small groups, only in the large rooms and medium rooms towards the end of the layer.
* Brute/Golems are only aloud to spawn alone(Can't spawn as a pair or group) and go in the medium rooms. One must be placed in the exit room and have some extra enemies in later depths.

**Depth Escalation:**

* This dungeon has 5 depths
  + Depth 1:
    - Enemies: Only small enemies and traps
    - Overall Size: Small
  + Depth 2:
    - Enemies: Mostly larger groups of small enemies and traps. Last room introduces medium enemies
    - Overall Size: Regular
  + Depth 3:
    - Enemies: Mostly larger groups of small enemies and traps. Medium enemies show up in big rooms with groups of smaller enemies
    - Overall Size: Regular
  + Depth 4:
    - Enemies: Same as depth three, introduces the death pits(pit falls that instantly kill the player. Room specific)
    - Overall Size: Regular
  + Depth 5:
    - Enemies: Similar to depth 4. Medium rooms can have brute/golems in them.
    - Overall Size: Large
    - Leads to the boss room.

**Traps:**

* Stall trap:
  + Size:One floor tile
  + Effect: Catches the player and stops them from moving for 5sec
  + Damage: None
  + Spawns: Any room
* Spike floor:
  + Size:4 floor tile
  + Effect: Does decent damage as the player passes over.
  + Damage: Medium, can be avoided by shielding
  + Spawns: Medium and big rooms
* Indiana Jones Rockfall(Optional):
  + Size:4 floor tile
  + Effect: Rolls from a wall across to the opposing wall and comes back. Slow
  + Damage: high, can be avoided by shielding
  + Spawns: Big rooms
* Pit floor:
  + Size:Room specific
  + Effect: Instant kills the player if they fall in it. Maybe spawns them at the beginning of the depth.
  + Damage: ^^^^^^^^^^^^^^^^
  + Spawns: Room specific.