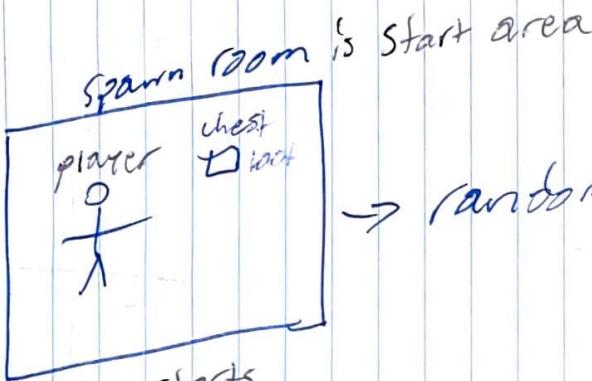
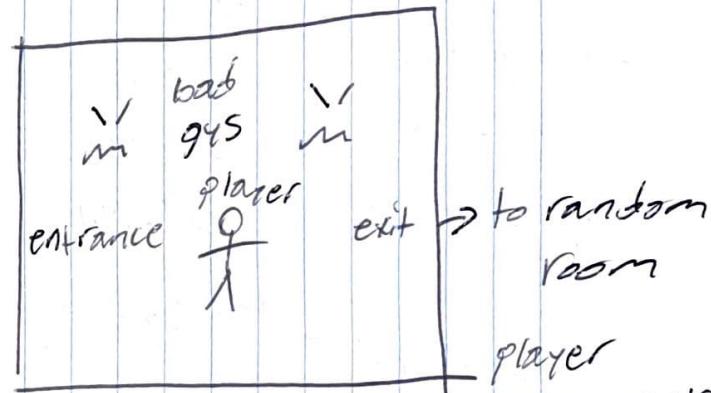


Player Spawns



player starts
in room with
starter loot

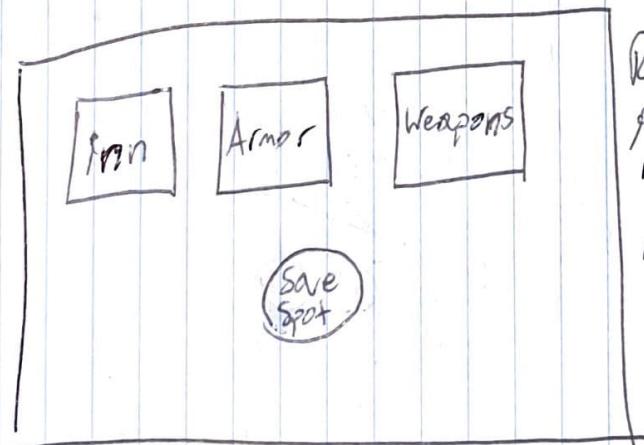
→ random rooms →



player
solves puzzle
or
kills bad guys
to advance

Safe Area/Market

player
can
purchase
upgrades
and
save game

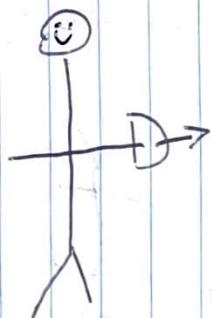


Randomly
placed
inbetween rooms
maybe halfway?
checkpoint?

Player Idle



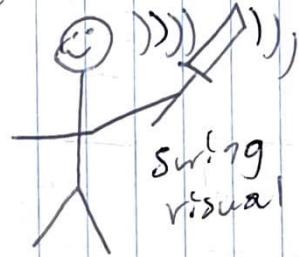
close combat



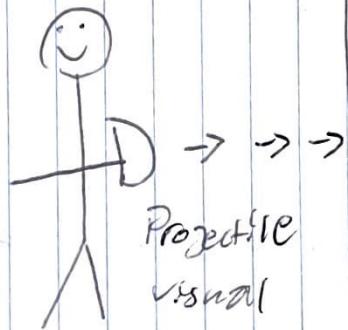
ranged combat

Combat

Player Attack



swish
visual



projectile
visual

Enemy AI



Rigid Bodies

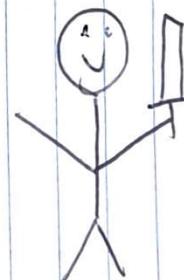
colliders

On collision

On trigger

Kinematic

A star
pathfinding



player
safe

Different enemy ~~types~~ types
per level → scales to difficulty

Ex: lv 1 monster

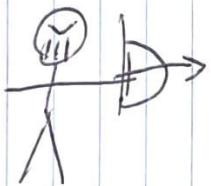


Slime
low HP

Not a threat

low loot - no loot

mid level
monster



Skeleton
ranged
damage
mid HP

mid - low loot

high level
monster



Goblin
close
range
high damage
high HP

mid - high loot

Player Experience

Player spawns in room with chest for loot and controls on the floor

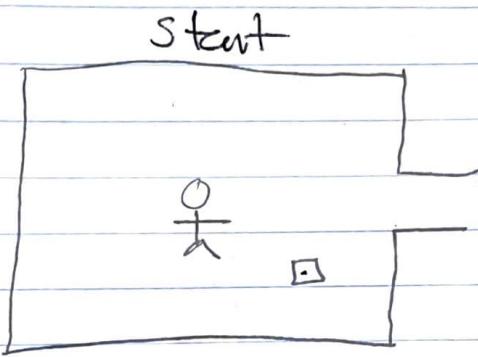
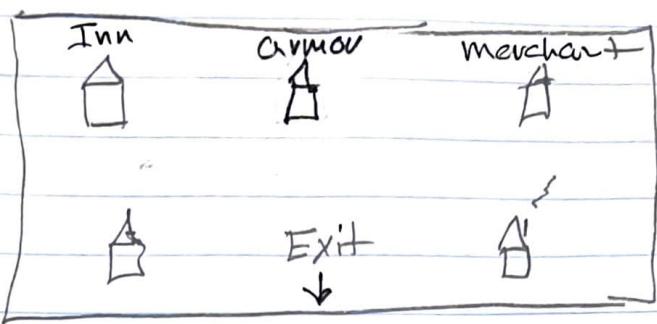
Narrow corridors connect adjacent rooms. rooms are filled with monsters.

Monsters will attack when provoked. Monsters will progressively get more difficult giving scaling exp/loot.

Safe area spawns every few rooms providing rest to restore health and purchase equipment.

After leaving the safe area starts the next series of rooms

The end when the players HP reaches zero.



minimum Product

Map

algorithm

Static areas (Stand, Safe area)

Inn rested (HP/MP restor)

Sprites

movement

(W, A, S, D)

combat

(attack, block)

player

(Stats)

enemy

(Effects, AI)

Death / HP / MP

Scoring

Kill count

HP lost

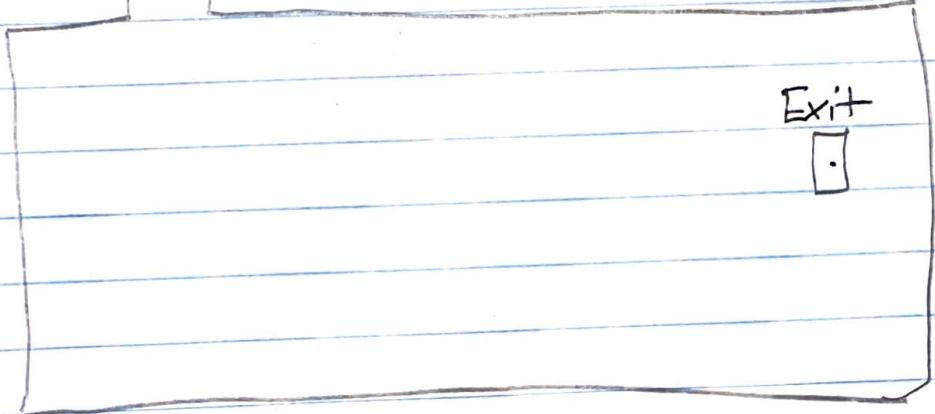
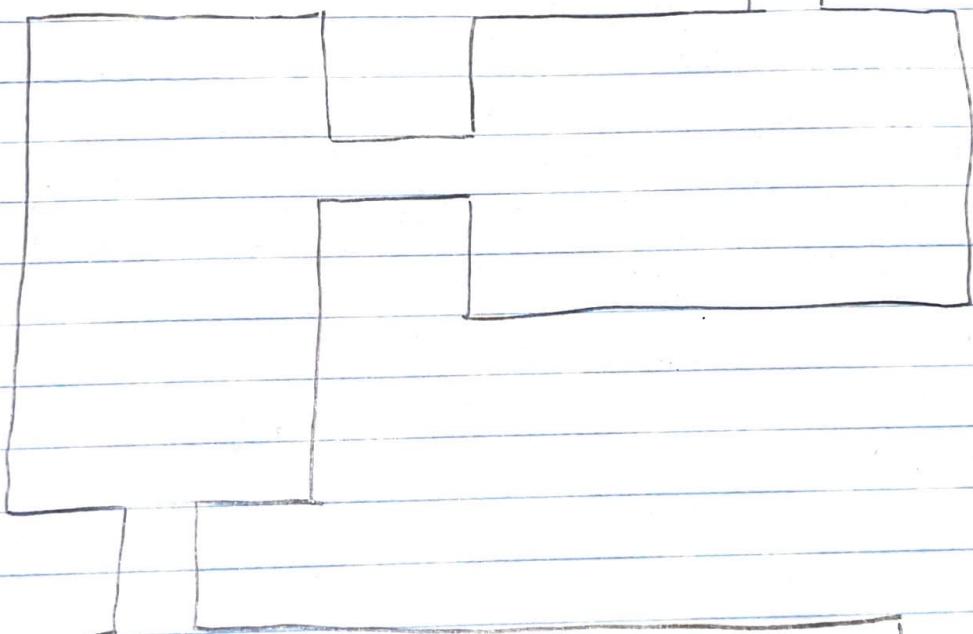
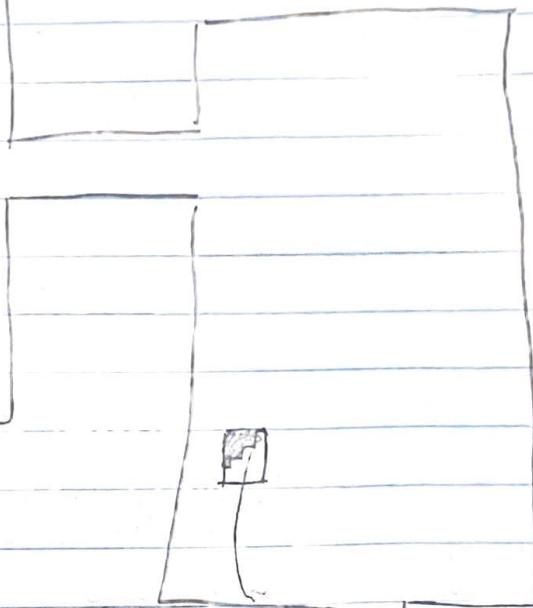
Level / Room count

Start

W A S D
↑ ← → ↓

Space
attack

ctrl
Block



Exit

