

Dungeon Slayer

The Best Team

Producer - Sasi Vasa
Designer - Maynor Lopez
Artist - Annabella Wilkins
Programmer - Julian Green



*This title screen concept for "Dungeon Slayer" was generated using AI and inspired by the *Dungeon Crawler Pixel Art Asset Pack* by anokolisa on Itch.io.

| Game Genre | Platform | Number of Players |
|----------------------------|----------|-------------------|
| Rogue-Lite Dungeon Crawler | PC | Single-Player |

Key Points

- CGM: Dash
- *Explore the dungeon to grow strong enough and defeat the keeper (boss) of the dungeon.*
- Final Boss: The Forgotten One
 - Will utilize AI for homing projectiles
 - Screen wide attacks(floor turns into lava)
- Various puzzles/challenges throughout the level will give the player points if completed.
- Combat will be fairly involved but arcade-esque. The player can use a sword and bow to combat enemies in the dungeon.
- Dungeon levels have a main adventure/puzzle/combat area
- The player has dash charges which are expended when the player does a dash action. The player will have to find/purchase/earn more of the dash charges when out in order to dash.
- Proposed movement:
 - WASD - 2D Cardinal directions (Up, Down, Left, Right)
 - Space (tap) - Dash
 - Left click (tap) - Fast sword attack
 - Right click (tap) - throw rock
- Enemies will not deal damage on just collision, instead when close to the player: enemies will respond in certain states that will damage the player or have certain effects if the player is both found within the scope of the animation AND not dashing.
- Health will be presented in the form of a health bar as opposed to lives. Once the player loses all their health they will either reset from the beginning of the dungeon.



Pocket Biographies

Producer - Sasi Vasa

Sasi is a computer science student at the UNCC, concentrating on artificial intelligence, robotics, and gaming. With a strong foundation in computer science and a passion for game development, she is completing her bachelor's degree while pursuing a master's. Although relatively new to game development, she has hands-on experience through participating in a game jam, where she collaborated under pressure to create a playable game. Sasi brings valuable insight from years of playing and analyzing games across genres, giving her a solid understanding of game mechanics, player engagement, and design principles.

Designer - Maynor Lopez

I am an undergraduate computer science student at UNC Charlotte. I will be the designer for our game and I will use my experience in previous game development projects. I have developed small projects that have consisted of puzzle and action games. This has given me the opportunity to refine my creativity. I will help create different aspects of the game to give our game an authentic and unique feel. The skills I have developed so far in my career will help to ensure a successful project.

Artist - Annabella Wilkins

I'm a software developer with a strong background in web development and passion for creating visually engaging digital experiences. My experience has taught me how to balance functionality with visual appeal, a skill I am excited to bring into game design as I transition into the role of artist on our team. I am dedicated to shaping the look and feel of our game, using my background to ensure an immersive aesthetic that resonates with players.

Programmer - Julian Green

I'm Julian Green, a game developer whose focus is on detail, congruency, and enjoyment. Mechanics and tone are first and foremost what a player derives from a game, making sure these elements are thought to their full potential is a task I treat meticulously, and I'm lucky to find passion in this. Any work published by this team is sure to reflect not only this but much more because all members of this team bring passion and a different skill set to this work. Our broad capabilities but consistent strive towards better is what makes us, *The Best*, the right team to back and publish.

Background / Story

In a world fractured by ancient magic, the remnants of a forgotten civilization are buried deep within perilous dungeons. A once-great entity known only as The Forgotten One lies sealed beneath layers of cursed earth, waiting for a foolish adventurer to awaken it. The land's last hope rests in the hands of a lone adventurer—someone brave enough to descend into the dungeon's depths, uncover ancient artifacts, and gather the strength to defeat this sleeping menace.

The player takes the role of this adventurer, motivated by both personal ambition and the hope of preventing a catastrophe. Along the way, they encounter strange allies and cryptic enemies whose agendas may not align with their own. The deeper they delve, the more they discover about The Forgotten One's influence, slowly spreading chaos from its slumber.

Major Characters

The Adventurer (Player):

A skilled explorer motivated by treasure, knowledge, or redemption. Their personal history shapes the narrative in subtle ways, with the choices they make influencing outcomes.

The Forgotten One (Final Boss):

An ancient, otherworldly entity whose powers include conjuring homing projectiles and transforming environments into deadly hazards. It grows stronger based on the player's progress.

Goal / Victory Condition

The goal is to defeat The Forgotten One using resources collected in the dungeon.

Key Challenges for the Player

Resource Management:

The player has a maximum number of dashes they can use, So they have to manage when they use their dashes so they can have enough when needed.

Environmental Hazards:

Many traps are laid within the dungeon, forcing the player to stay observant.

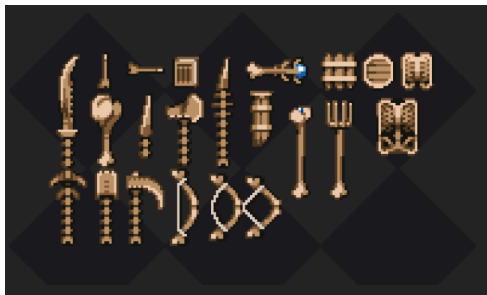
Player Interaction with the Game

Combat and Exploration:

Players explore the dungeon, engage in real-time battles with enemies, and solve environmental puzzles.

Target Audience

The game is designed for fans of rogue-lite and dungeon crawler genres who enjoy challenging, strategy-based gameplay. The single-player focus ensures a deep, immersive experience, appealing to players who prefer solo adventures.



Our game's visual style draws inspiration from the "Dungeon Crawler Pixel Art Asset Pack" by *anokolisa*, available on Itch.io. This asset pack inspired the character designs, dungeon layouts, and the pixel art style that gives the game a nostalgic yet immersive feel. By incorporating similar visual elements, we aim to create a classic dungeon-crawling atmosphere that aligns with our game's roguelite mechanics and enhances the player's sense of exploration and adventure.

Link to inspiration: [Dungeon Crawler Pixel Art Asset Pack on Itch.io](https://itch.io/asset/1111111/dungeon-crawler-pixel-art-asset-pack)