Dungeon Escape

Game Design Document

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## Gameplay

The game contains a fixed amount randomly generated “rooms”, the amount of rooms is based on the difficulty you choose when starting a game. Each room contains multiple doors (3 to 5 each, because too many would not fit the screen and the chance to get a correct door decreases dramatically when there are more), there are also possible enemies in the rooms which attack you when entering their room. There is also a chance to obtain a key for the correct door, if there is none, there are puzzles or hidden “spots” which indicate the correct door that you can go through. Trying a door increments your step count with 1. The goal is to reach the exit in the shortest amount of steps. If an enemy was able to kill you, you gain a step and get teleported back to the previous room. The enemy will disappear from the room you died in.

## StateMachine

## Enemies

Enemies can be found in each room, with a chance of none found. There are several possible states for the enemy to be in:

* On guard

This enemy will guard behind the door you chose. Meaning that when you enter the room, the enemy will instantly attack you, and a fight is inevitable.

* Awake

An awake enemy will be kind of on guard, but won’t notice you immediately when you enter the room. There is a small chance he will, either by you entering at all, or when you go past him. If noticed, the enemy will attack you.

* Asleep

A sleeping enemy won’t notice you until you move very close to the enemy.

* Dead

An enemy is dead when found dead at random, or when the player kills it. Either way, this enemy won’t attack anymore and will stay dead.

## Setting

### Environment

The setting of the game is a cave-like environment, but with human alteration to it.

### Room types

The possible room types in the dungeon are:

* Mine

The mine could contain a minecart with a clue to the next part of the puzzle or the door directly.

* Library

Here you can find bookshelves with some books with extra puzzles that also could help you to the correct door besides the main puzzle which you get with entering the room.

* Treasure room

You are able to find a key to the correct door here or an item to remove one step from the counter. Sometimes even both are found here.

* Hallway

These are just environmental additions which has no further use but give the feel of a cave/dungeon. Passing through one doesn’t increment the step counter, it doesn’t exactly count as a room, so there is 1 more area to the fixed count of your difficulty.

* Empty

The empty room is not entirely empty, as there is a possibility for a chest to appear or puzzle. Usually are these direct and easy to pass.

All of the rooms are abandoned.

### Secrets

The secrets in room help you to the correct door. These can be found in the environment,

such as arrows, or numbers. There is also a possibility of puzzle’s appearing which solved indicates the correct door. The puzzle usually give away the correct door through obfuscated text which the player can decipher.

## Genre’s

* Exploration
* Adventure
* Puzzle

## Target Audience

The target audience for this game is men aged between 12 and 18 and aged between 40 and 50 (for nostalgic reasons).

## Selling Points

The main selling point of this game would be nostalgic and the setting. A lot of people who played games in the 70’s and 80’s only had choice in the type of this game (text-based). Nowadays these are rare. So this will be a rich addition to that. Next selling point is the setting. There are not a lot of new dungeon-based games with abandoned areas. This also fits in the nostalgic part of it.

## Technology

The game will be coded in C++ using Vulkan for graphics. The target platform is Windows PC.