

Rokue-Like Vision

Version 1.0

Revision History

Version	Date	Description	Author
1.0	Nov 20, 2024	First draft for Rokue-Like game glossary.	GoGirls

1. Introduction

This document outlines the vision for “Rokue-Like”, an adventurous dungeon exploration game. Players take on the role of a Hero navigating through halls, collecting runes, evading monsters, and using enchantments to progress. The vision serves as a guiding framework for development and stakeholder alignment.

1.1. Purpose

The purpose of this document is to define the scope, goals, and objectives of “Rokue-Like”, providing clear direction for development and creating a shared understanding among stakeholders.

1.2. Scope

This document focuses on the gameplay mechanics, design, and features aimed at delivering an engaging and challenging dungeon-crawling experience for players.

1.3. Definitions, Acronyms and Abbreviations

Term	Definition
Rune	A key item required to unlock the door to the next hall.
Enchantment	Power-ups that provide advantages such as extra life or protection.
Hall	Individual levels or rooms in the dungeon with unique challenges.
Hero	The player-controlled character exploring the dungeon.
Monster	Enemy creatures that hinder the Hero's progress.

2. Positioning

2.1. Business Opportunity

“Rokue-Like” fills a niche in the gaming market by blending fast-paced exploration with strategic decision-making, offering a fresh and challenging rogue-like experience.

2.2. Problem Statement

Many dungeon games lack meaningful player choice and strategic depth, leading to repetitive gameplay. “Rokue-Like” provides a balanced blend of skill-based and strategy-oriented gameplay to keep players engaged.

2.3. Product Position Statement

For players who enjoy challenging exploration games with strategic elements, “Rokue-Like” offers a unique dungeon-crawling experience. Unlike other rogue-like games, our product emphasizes replayability, creative mechanics, and player-driven problem-solving.

3. Stakeholder and User Descriptions

3.1. Market Demographics

“Rokue-Like” targets players aged 13 and above, catering to both casual gamers and those who seek challenging gameplay.

3.2. Stakeholders Summary

Development Team: Design, development, and testing of the game.

Players: Individuals engaging with the game, seeking fun and immersion.

3.3. User Summary

Casual Gamers: Players looking for quick and accessible gameplay experiences.

Challenge Seekers: Players seeking a rewarding, strategic, and challenging game.

4. Product Overview

4.1. Product Perspective

“Rokue-Like” is designed as a standalone game with high replay value through procedural dungeon generation and a variety of challenges.

4.2. Summary of Capabilities

Procedural Dungeon Layout: Dynamically generated halls for unique playthroughs.

Strategic Power-ups: Enchantments collected and used to aid the Hero.

Monster Interactions: Varied enemy types requiring different strategies to evade.

Rune Collection: Core mechanic for progression through halls.

4.3. Assumptions and Dependencies

Runs on modern PCs or laptops with basic hardware (keyboard, mouse, etc.).

No special hardware or additional purchases are required.

4.4. Cost and Pricing

“Rokue-Like” is free to download and play.

4.5. Licensing and Installation

The game will be distributed as a single executable file, requiring no license key for access.

4. Product Features

- Single Player Dungeon Mode: The main gameplay mode where players explore halls, collect runes, evade monsters, and solve challenges.
- Procedural Hall Generation: Each playthrough generates unique hall layouts with randomized item and monster placements.
- Enchantments: Players collect and use enchantments for strategic advantages, such as invisibility or extra time.
- Monster Diversity: Various enemy types with unique behaviors, such as the Archer, Fighter, and Wizard.
- Pause/Resume: Allows players to pause gameplay and resume seamlessly.
- Help Screen: Provides detailed instructions about the game, including mechanics and controls.
- Interactive Build Mode: Players can design their own dungeon layouts by placing objects and defining hall challenges.