

Game Concept

Between Dungeons

Platform: PC.

Genre: FPS, roguelite.

Target audience: adolescents (12-18 years old) to people of mature age (20-40 years old).

Main concept: old-school 3D FPS roguelite in a procedural generated dungeons.

Gameplay: The player is a 'lab rat' of an archmage. He should explore dungeons until the archmage will free him. Using his dagger and magic weapons the player will fight his way out. The dungeon is random generated so each time the player complete a stage, a new dungeon will generate. Upon completing enough stages, a boss room will generate. Defeating the boss, player will upgrade his stats and be able to visit the hideout to replenish his health and mana.

Features: The game is inspired by such popular old-school titles like Marathon, Quake, Doom. The difference is in a random generated world and a faster gameplay.