Between Dungeons

Design document

Contents

Story

You've committed a crime - killed a chicken of your neighbor(It was an accident!). He complained to the guards and now you're a prisoner. To your happiness (or unhappiness) the Archmage of the kingdom promised to give you freedom if you'll survive in his experiment. He teleported you in an everchanging dungeon to test some new formulas for his experiments. You know almost nothing about magic, you're not even a warrior. But you have some skills in using a dagger and a magic staff/wand. You've been teleported. SURVIVE.

Level/environment design

The environment is randomly generated each time the player enter a portal. Each object in the dungeon is randomly placed, from floor and walls, to crates and enemies. Dungeon Generator is very flexible. It is easy to create new dungeon setups and expand the game content.

The 'Dungeon'

Randomly generated. It is the place where player will fight to survive until a new portal will be opened.

The 'Boss temple'

Predesigned level where player will fight with a challenging enemy. The portal to boss temple is opening every 5 stages.

The 'Hideout'

Predesigned level where player can take a break from the fight, restore health and mana. The portal to 'Hideout' is opening after every boss fight.

Gameplay

Gameplay is inspired by oldschool FPS games such as Marathon, Quake, Halo.

Gameplay

The player is involved in a fast paced action combat as soon as he spawns. Each level he must to kill [X] amount of enemies until a new portal will open. Every new level the amount of enemies to kill increase. This makes the game more difficult and grindy.

Health

Every living entity has health. They all have 'starting health' and 'current health'. Player can refill his health by picking up 'health potions' that drops from enemies.

Mana

Player uses magic energy AKA 'mana' to deal damage. There are 3 types of mana:
- Green mana – has 40% drop rate from enemy mage. Use green crystals to refill this type of mana;
- Red mana – has 25% drop rate from enemy mage and necromancer. Use red crystals to refill this type of mana;
- Purple mana – has 5% drop rate from enemy necromancers. Use purple crystals to refill this type of mana.

Arsenal

Player has 4(four) weapons in his arsenal:
- Dagger – melee weapon. Perfect when the player is surrounded with enemies or cornered.
  - 3 damage points per hit;
- Wand – ranged weapon.
  - Bullet type projectiles.
  - Small damage,
  - Medium fire rate,
  - Large magazine capacity.
  - Use green mana.
- Staff – ranged weapon.
  - Laser type.
  - Continuous damage,
  - High fire rate,
  - Medium magazine capacity.
  - Use red mana.

- Power orb – ranged weapon.
  - Rocket type.
  - High damage.
  - Low fire rate,
  - Small magazine capacity.
  - Use purple mana.

Art

The game art was chosen to be <u>low-poly.</u> It can be eye attractive and a good choice when talks about optimization.

Dungeon
https://ignite-assets.itch.io/dungeon-crawler-

Temple
https://fertile-soil-productions.itch.io/temple-modular-collection

Sound and Music

Music

The in game music is divided in 4 themes
1. Main menu theme
2. Combat theme
3. Boss theme
4. Hideout theme

Every music theme will play on corresponding level. Music Manager allows to make a list of 2 or more themes that can be randomly played

Ambient

Ambient sounds create a more realistic feeling in the game

Sound effects (sfx)

Every living entity that can execute any actions has a SFX

Player SFX

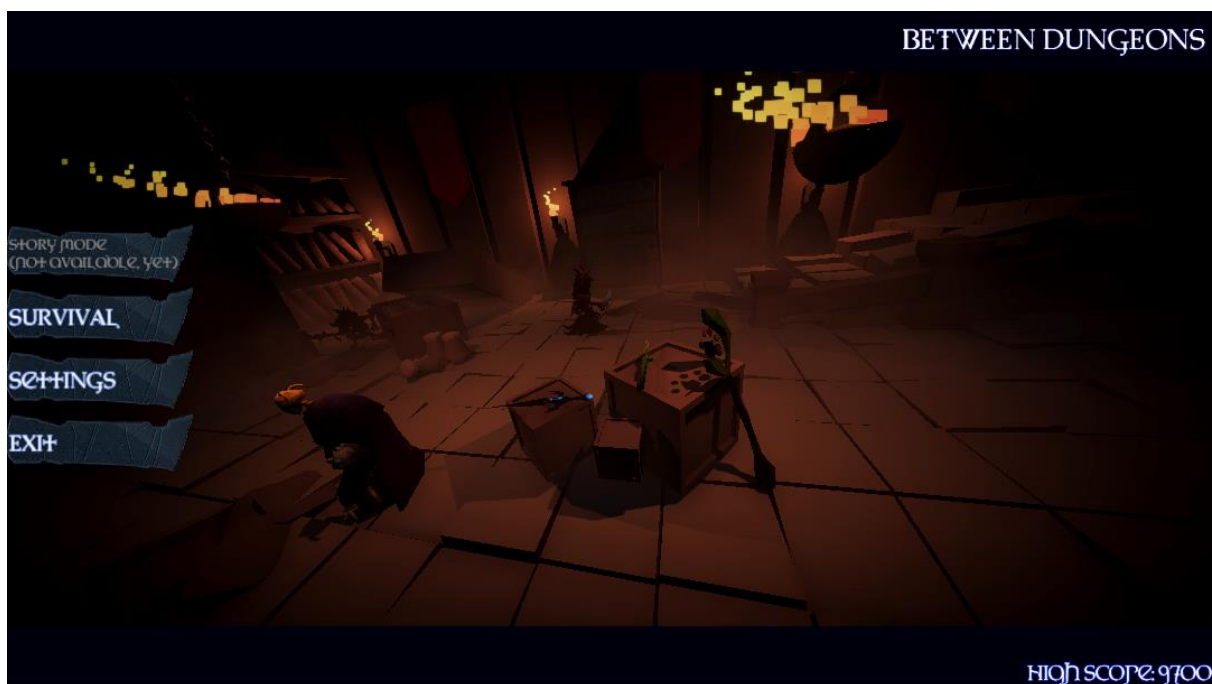- Footsteps
- Jump
- Land

Enemy SFX

- Idle
- Run
- Attack

Weapon SFX

- Every weapon has its own SFX that is played when player/enemy use this weapon

User Interface & Game Controls

Main menu

The first thing the player see when start the game is **Main Menu.**

Main menu

- Story mode – allows the player to start story driven game.

- Survival - will start the endless mode.
- Settings - allow to configure sound, quality and resolution
- Exit - quit the game
- High score - shows the best score of the player.

Settings menu

Menu where player can change game parameters

Settings menu

- Sound - allow to change music volume, sfx volume, master volume
- Quality - allow to change quality and resolution
- Controls - shows the keyboard and gamepad control layout. The player should be able to navigate in menu using gamepad, keyboard and mouse.
- Back - turn back to the previous menu.
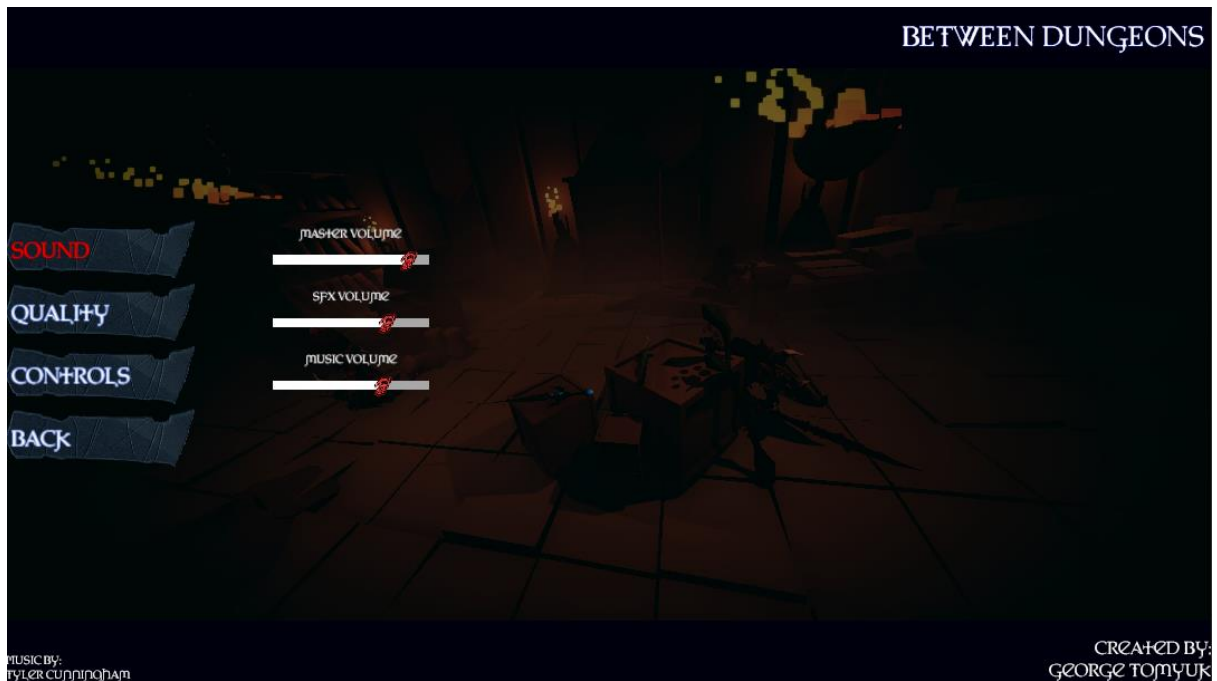
Sound sliders

Quality&Resolution toggle buttons

Game Controls

The game support <u>keyboard&mouse</u> and <u>gamepad</u>.
The game controls layout can be found in Settings -> Controls
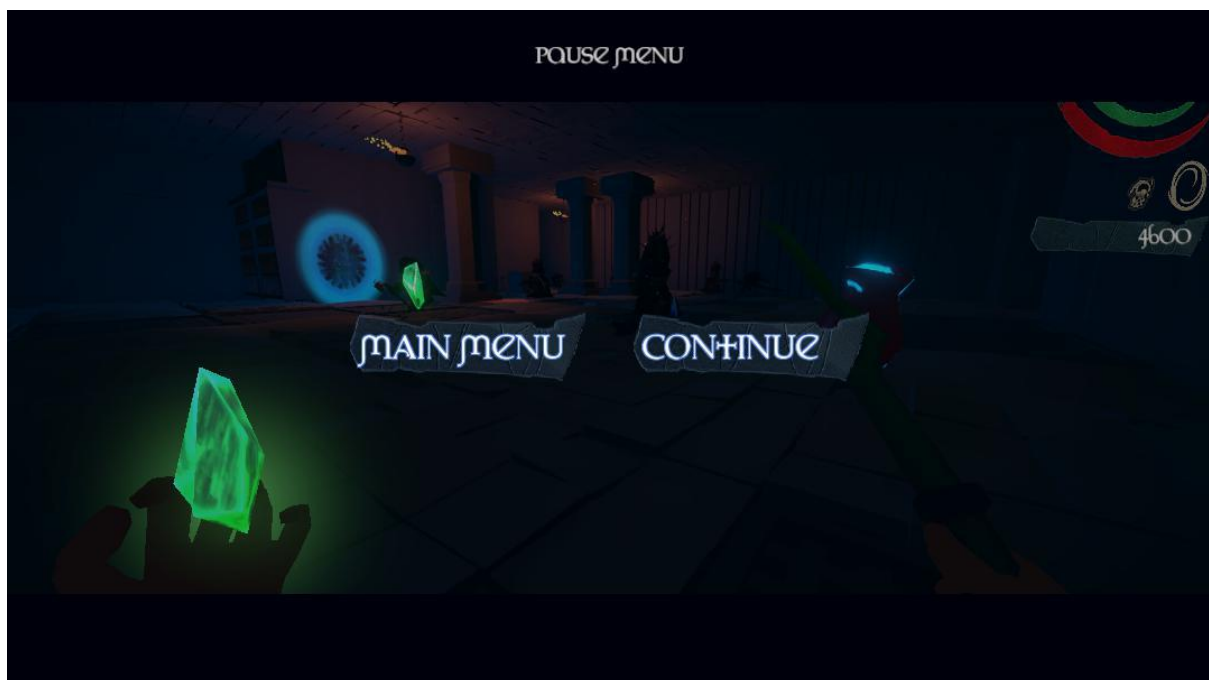
Controls panel

Pause Menu

The pause menu is called when player hit 'pause' button
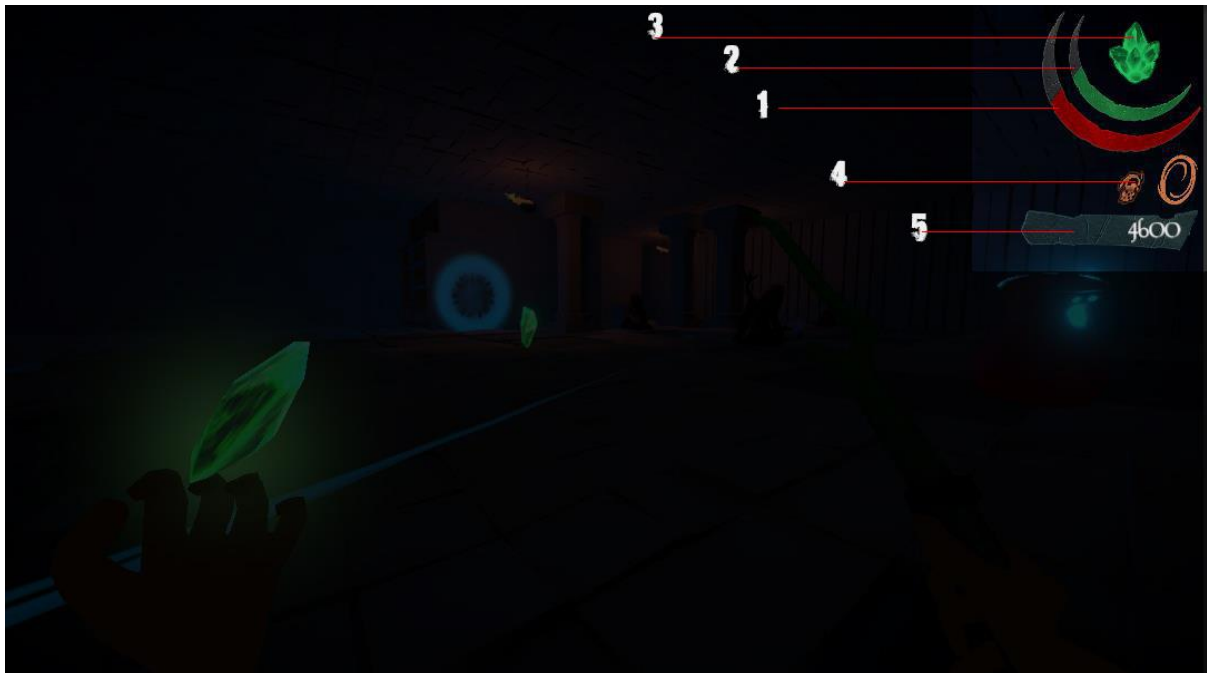Pause menu has 2 buttons

- Main menu – end the current game and return to Main menu
- Continue – resume and continue the current game

Pause menu

Player HUD

The HUD is frequently used to simultaneously display several pieces of information including the main character's health, items, and an indication of game progression (such as score or level).

Player HUD consists of:
1. Health bar – represent current player health
2. Mana bar – represent current mana amount
3. Mana type – current selected mana that is used by weapon
4. Open porta – icon that indicates when a portal is open
5. Score – current score