

BETWEEN DUNGEONS



CREATED BY:
GEORGE TOMYUK

Between Dungeons

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 new research.

He teleported you in an endless changing dungeon - a place full of hostile creatures, a place that change every time you enter.

Collect mana crystals to refill your magic weapon and fight your way out.

Game Design

- Overview

“Between Dungeons” is a roguelite game where player leads his character through dungeons in attempt to escape. The action takes place in a 3D world with first person perspective. Using keyboard or gamepad, the player will move from space to space, exploring new rooms and engaging in combat. The player will encounter challenges in form of hostile monsters that lives in the dungeon.

The exploration will be divided into: dungeon - a place that change each time the player enter; the boss room - a place where a powerful enemy will challenge the player; the hideout - a place where player will be able to take a break to restore his health and mana.

The main feature of the game is procedurally generated dungeon. A new dungeon is generated each time the player go through a portal. Dungeon generator doesn't use any template for generation. Floor, walls, rooms, corridors and other props, even enemies are randomly generated and placed. This feature let the player have a new experience every time he plays the game. Places like 'hideout' and 'boss room' are predesigned so player will feel when a game stage is completed.

Dungeon Generator micro-framework allow to create different dungeon setups like: an old library deep underground; a sky castle above the skies; a crypt of an ancient evil god and etc. With help of this micro-framework the game content can be easily expandable: new items, locations, scenarios can be added in the future as an update or a DLC. All this expandability further adds to continued replay value.

- Plot and setting.

Fantastic, medieval world, where sword and sorcery rules the world predominate in *“Between Dungeons”*. The life of the player has just been destroyed. He accidentally killed neighbor's chicken, he complained to the guards and now the player is a prisoner. But the archmage of the kingdom promised to give freedom to the player if he'll survive in his new research. Equipped with a dagger and a few magic weapons the player's journey started.

The game will have mysterious dark and magical setting. The creatures that will be encountered also will have a dark, evil, magical setting.

- Gameplay

A walkthrough of a game session:

After starting the game, the player will see the main menu. Three option can be seen: Story mode; Survival; Settings.

- Story mode allows the player to start a story driven game.
- Survival allows the player to start an endless game where new dungeons and challenges are generated each time he complete the level.
- Settings allow to change audio volume, quality and resolution.

STORY MODE
(not available yet)

SURVIVAL

SETTINGS

EXIT

Main menu

HIGH SCORE: 9700



ACTION NAME

KEYBOARD&mouse

GAMEPAD

FORWARD

W

LS

BACKWARD

S

LS

LEFT

A

LS

RIGHT

D

LS

RUN

SHIFT

RT

JUMP

SPACE

A

ATTACK

LEFT MOUSE BUTTON

LT

SWITCH WEAPON

MOUSE SCROLLWHEEL

RB-LB / X-Y

DAGGER

Q

WAND

1

STAFF

2

POWER ORB

3

PAUSE

ESC

START

ACCEPT

ENTER

A

BACK

ESC

B

MUSIC BY:
TYLER CUNNINGHAM

CREATED BY:
GEORGE TOMYUK

The game uses mouse&keyboard or gamepad for control.

The action begins instantly. The portal can open in a random place in the dungeon: sometimes in a safe place, sometimes in a place full of hostile creatures. The player must defeat enough enemies until the archmage will open a new portal. When a portal will open, the player will see a flashlight on the screen.

After a few stages a new red portal will be opened. This portal will lead the player to the boss room where a new challenge will be encountered.

When the boss will be defeated a portal to the hideout will open.



A portal that was opened after defeating enough enemies



Boss room/temple



Hideout

From the start player have a dagger and a few magic weapons that helps him to defeat enemies. By using magic weapons player lose magical energy (mana). To refill lost mana player should collect mana crystals that drop from defeated enemies. To refill health player should collect health potions that also drops from enemies.

Permadeath. In the game there are not any checkpoints. No matter how far the player explored the dungeon or how many enemies he defeated, if the player dies - the game is over.

Marketing

“Between Dungeons” is a combination of FPS and roguelite genres, which makes it possible for different marketing strategies and long-term sales.

The gameplay feels like old-school FPS games full of action, which makes it possible to expand the target audience from adolescents (12-18 years old) to people of mature age (20-40 years old).

The game will be paid. It is planned that it will be sold at \$ 2.99 on Steam, GOG, itch.io and Kartridge.

To keep the audience additional content (DLC) is planned. DLC will expand the game world and its content. DLC will also be paid, about \$ 1.99

In addition to this a ‘Multiplayer’ mode is planned. Players will have the possibility to play PVP games through the internet.