Big Red Boot game concepts.

Content:

Greyscale the Dragon

After being killed once no longer appears (Maybe a lesser dragon)

Second or third time upon entering his dungeon since you’ve taken all his loot you now see a room you didn’t before that leads to a new harder boss.

Permadeath?

Greyscale -> Color the farther you get into the game.

Multiple zones.

Procedural generation?

Main character is a mage with class splits at checkpoints.

Aim for 3 worlds + bonus 4th.

One punch man: Must live ten seconds then you kill everything instantly

Map hazards.

You are the person consuming color.

Week 1 Notes / Storyboard:

Greyscale the Dragon will be the final boss

Main Character had his perception of colour stolen by and evil Witch but because he’s self centered believes the whole world has had colour stolen from them.

Main character is a Wizard with one powerful spell which steals the colour (life?) from everything around him and gives it to himself, making him think he’s saving the world as he progresses. (Possibility: Because he steals all the colour from the world as he progresses the colour he gains in sight disappears in the world creating a perpetual greyscale)

Player has 2 resources, Health and Mana. Health determines how many hits you can take, Mana determines how many times you can use your defensive mechanic.

Once cleared rooms have 3 options: Regain health, Regain Mana, Know the enemy type(s) in the next room.

Three Worlds (ideally)

World One: Green (Lush Forest?)

Enemies Orcs, Goblins, Dryads, Tree Spirits, green stuff

Boss: Big Fat Green Mob with Crown

World Two: Blue (Ocean?)

Enemies: Fish, Pirates, Water Elementals, water stuff

Boss: Big Shark, Octopus, Whale

World Three: Red (Volcano)

Enemies: Lesser Drakes, Fire Elementals/Spirits, Cursed dead adventurers, Lava vomiting lizard thing, molten stuff

Boss: Greyscale

Attacks:

How to damage: