

## Overview

The main objective is to create a cooperative dungeon crawler with VR and rogue-like elements. During a game, up to four diablo-like crawlers must work together to survive and work their way through a procedurally generated dungeon, supported by a dungeon master. The dungeon master is a “black and white”-god-like entity that can observe and influence the dungeon from a giant’s VR-perspective and guide the other players. Since all players have complementary skillsets and functions, they need to stick together to not get rekt.

## Crawler Gameplay

The crawlers will be played on a standard PC using keyboard and mouse. In a diablo-like fashion they can navigate through a level dungeon, hit enemies and use special skills. They have a certain amount of HP that they lose if hit by enemies and they will die if they have none. The crawlers don’t have any local information (map) and only a limited field of view. The crawlers can’t generally heal themselves and generally can’t be revived (exceptions are to be made for certain classes). They rely on the dungeon master to guide, heal and support them. There are different specialized classes/races that all have their strengths and weaknesses and thus couldn’t survive or master the dungeon on their own. Due to limited development assets, the crawlers won’t be able to gain XP, level up or improve stats. The challenge for the crawlers is to keep themselves and their team members alive while trying to reach the goal and communicate with the master.

## Master Gameplay

The master is (ideally) a VR player using an HTC Vive. The dungeon is mapped to the movement space of the system, so he can walk around the entire dungeon and focus on certain areas of interest intuitively. The crawlers can see him as two floating hands and an abstract face representation floating above the dungeon. Since the dungeon master is the only player with total spatial knowledge, he has to guide the players through the dungeon, this is done by pointing in certain directions or placing physical markers. He cannot take damage or die but he loses if the crawlers die. The master has an important supporting role for the crawlers, he can heal them and can attack or stun enemies by throwing powerful physics-based area effects. Those supporting functions either have different cooldowns or take a resource that either automatically regenerates, has to be picked up by crawlers or “picked from the sky” in a minigame like physical interaction. In Addition, he can augment the dungeon that would otherwise be to unfair towards the crawlers. The usefulness of the master is limited by his throwing accuracy and the fact area effects affects hurt both enemies and players in the same way. The challenge for the master is to micromanage different tasks: supporting the crawlers, exploring and augmenting the dungeon, spotting and weakening incoming groups of enemies and keep track of resources.

## Teamplay

Crawlers will be spawned scattered throughout the dungeon and need to make sure that they find each other as quickly as possible, the dungeon master will need micromanage navigation and support in this phase. Once the group is united, the master has to navigate them through the dungeon to kill trash enemies, solve puzzles, find loot boxes, kill bosses and get to the entrance of the next level. Crawlers are (generally) not revivable, the game is lost once the last crawler has died. The dungeon is (randomly) procedurally generated and contains different enemies right from the start as well as enemy spawns. The dungeon itself is not supposed to be fair towards the crawlers,

there might be certain parts where the crawlers themselves would have no chance of surviving or even see it coming. The dungeon masters purpose is to defuse or avoid these areas.

## Technical Details

The game is to be implemented using Unity3D, using Unity networking for player synchronization and the HTC Vive SDK for the Master. The entire game is 3D, probably using minimalistic visuals because we have no artist in our team.