Game Idea Document

The game follows a rag-tag band of heroes who, by some misfortune, are made to explore a dungeon in order to fulfil promises of gold and rewards. However, they are not alone their adventures. A mysterious entity watches over them from above, guiding them, helping them in times of crisis and ultimately bringing them closer to the objects of their desire. This unforeseen being is referred to as “the master”. The heroes as well as the master working alongside each other to achieve a common goal will realize the theme of “Together” for this project.

This document will discuss the basic structure and mechanics of the game in question. As such, it is divided into different sections.

## Dungeon Map

The dungeon will be generated randomly each time. Hero players will be placed in different rooms separated from each other. The map will have fog of war for them and such, they will only be able to see the rooms each player has explored their self. The master, however, will be able to see the entire layout of the generated dungeon in order to make it possible for him to plan the best courses of actions and routes to the end goal.

Enemies and traps will be spawned inside the dungeon, invisible to both the master and the heroes. Enemies will be visible only when a hero player comes in visual range of them. This will ensure an element of surprise for all players. If the need to locate enemies within the dungeons arises for the master player, they will be granted abilities to see enemy locations for short durations.

## Hero Gameplay

The heroes will be controlled by players from a top down view, much like MOBAs and dungeon crawlers. Each hero will have a unique perspective of the map containing a real time view of their immediate surroundings and a structural view of the dungeon rooms they have explored this far (i.e. Fog of War). This necessitates the presence of an intermediary party (the master) to act as a coordinator between the heroes.

Each hero will have special abilities depending on class like mage, knight, archer, etc. This will not only provide a different experience for the players but also give them a specific role in team fights. No levelling system or a very rudimentary one will be implemented in order to avoid programming complexity. The objective of classes and abilities will be to provide the feel of a role-playing game without actually creating a whole “Dungeon and Dragons”-like stat system.

## Master Gameplay

The role of the master player can be summarized in two words: “Support” and “Logistics”. They are the guide that lead the heroes to their destination. This can be in the form of helping isolated heroes avoid combat, bringing them together to form teams, aiding them in combat, coordinating their individual movements and so on. As such, the master player can be seen as the strategist of the group. The survival of the heroes within the dungeon will rest ultimately on the master’s decisions.

The master players will have a complete layout of the dungeon along with the real–time positions of the heroes. They will also be able to hint to players what they deem the correct course of action to be. This will allow them to coordinate hero player’s movements and guide them through the dungeon. Enemies will not be visible to the master though so as to provide a challenge and an element of surprise. Hence it will be important for the master to plan in advance in case their plans go awry.

The master player will also have his own set of abilities that can be used to provide assistance to the adventuring heroes. These abilities can include radar to view enemy positions for short durations, traps and attacks to aid in combat, ability buffs like increased speed or damage for heroes and so on. The goal of this is to provide the master player more to do than just being a passive observer. These abilities will be the means of the master player to interact indirectly (or directly) with the world and keep him engaged.

## Combat System

Battles against enemies will be similar in perspective than that of most dungeon crawling games like “Diablo” and “Pillars of Eternity”. Heroes will use abilities and basic attacks against enemy units until they are defeated and vice versa. However, the master player may also aid the heroes fight off enemies using his own abilities. For example, the master player can hurl a fireball into an enemy group before the enemies engage them, effectively weakening them and making the fight easier for the heroes.

## Overall Mechanics

Initially, all hero players will be dispersed randomly in the dungeon. They will be isolated from each other and have no knowledge of the other’s location. They will explore the dungeon either following the master’s directions or of their own will. Although “going rogue” is possible, players will be incentivized to form groups and cooperate by scaling enemy difficulty and/or the use of debuffs.

Once the heroes are together, all players will work to accomplish a given goal such as defeating a boss, finding treasure, eliminating all monsters in the dungeon, etc. They will receive rewards upon completion of the goal after which they may continue to the next dungeon.

## Platform Details

The game will be implemented using the Unity3D engine. Hero players will be controlled through a PC client whereas the master player will be using a virtual reality headset to visualize the complete dungeon. The master player is also expected to have hand gestures controls to fully immerse him into the role of the mysterious entity. Basics physics will be used within the game for interaction between objects and enemies. Algorithms for random generation of dungeons as well as enemy positions will be used to provide a unique experience for every playthrough.