"Grudge Too Far"

Game concept

"Grudge Too Far" is a first-person single-player Rogue-Like game set in Fantasy world.

Developers team:

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Gameplay concept

In "Grudge Too Far", you are one of the Old-World Heroes that fights hordes of enemy trying to get to the boss area and stop the rampage of Ancient God. Along the way you are able to get upgrades for your character by opening chests randomly spawned on the levels with small gnomes that drops from enemies. Levels will be divided into 5 types. First 4 for are normal stages where different enemies are spawning depending on the map, you're at. To complete these stages, you need to find the boss altar, activate it and defeat the boss. The 5th level is where all enemies will regardless of their spawning map, at the end of it there will be choice to start normal stages again or to enter the boss area.

Game progression

There is no time limit to how long games last. Monster level scales with time, player level raises each time set amount of exp is acquired from enemies. Exp gain depends on killed monster current level. Power-ups are stacking with each other, depending on effect linearly or progressively.

Narrative concept

"Grudge Too Far" doesn't have narrated story. Your main goal is to have fun (or not) slaughtering hordes of enemies till you die or slay the final boss.

Controls

Keyboard and mouse will be used to move our character and look around.