

## Daedalus Labyrinth roguelike

Based of myth of minotaur ancient greek story. Athenian hero Theseus (player) defeating a monster with a bull's head and a man's body (final goal), which was imprisoned in a complex maze called the Labyrinth (game world). Theseus navigated the Labyrinth with a ball of string, killed the Minotaur with a sword, and used the string to find his way out (win condition).

### Core loop

- Situation: Player is in room with some amount of enemies and loot
- Action: Player must defeat enemies in room
- Reward: Player receives some loot which could be buff, currency, or new tools

### 2<sup>nd</sup> Loop

- Situation: Player must traverse a maze of rooms to reach centre
- Action: Player chooses path to follow in maze trying to reach middle of maze (pseudo level selector)
- Reward: In between levels i.e corridors between rooms, player can spend currency in shop

### Shop Loop

- Situation: Player has multiple options to select from depending on amount of currency. Options being stronger but temporary buff, strong unique tools
- Action: Player buys what can they afford/want
- Reward: Player receives items/buffs that they buy

### Win condition loop

- Situation: Player must escape maze in time limit
- Action: Player must exit maze before time runs out
- Reward: Win game