Dungeon-Cards

Genre: Platformer / Rouge-Like / Dungeon

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# Movement

## Basic Platformer

This game chases the concept of a basic platformer. It has 2D movement (left, right), jumps (doublejump, walljumps) and a dash.

### Player Movement

#### Move

The player of Dungeon-Cards has the following moves:

* Walk left
  + Run left
* Walk right
  + Run right
* Jump
  + Doublejump
  + Walljump
* Dash
  + Left / Right Dash

### Enemy Movement

#### Move

The Enemies in Dungeon-Cards have the following moves:

* Patrol
  + Programmed paths to patrol
* Chase Player
  + Chase Player if he’s within a defined radius
* Attack
  + Enemies have several attacks (different enemies) and will attack the player if he’s close enough

### States

In Dungeon-Cards the player and the NPC can have different states, that will strengthen/weaken or effect in some mysterious ways.

#### Player States

The Player has the following States he can be in:

* Attack
* Idle
* Rage
* Magic (many different ones – Buffs / Debuffs etc.)
* Run
* Jump
* Walk
* Some secret ones…

#### Enemy States

The multiple NPC and enemies from Dungeon-Cards can have following States:

* Patrol
* Chase
* Attack
* Rage
* Magic (many different ones – Buffs / Debuffs etc.)
* Scared

## Combat

Dungeon-Cards has many different combat-styles / skills and weapons to choose from.

### Skills

#### Magic

### Ranged

#### Magic

#### Weapons

##### Swords

##### Dagger

##### Shields

##### Mace

##### Axes

##### Hammer

### Meele

#### Weapon Move Set

Dungeon-Cards weapons have each a dedicated WMS (Weapon Move Set) which makes each weapon feel different and unique.

#### 2 Button Horizontal / Vertical

The Player will have the possibility to explore all the Combo-Moves each weapon/skills have.

##### Combos

# Cards

Dungeon-Cards has a unique Card-System which integrates very well with the Dungeon-Crawler/Rouge-Like feeling the Game has. DC (Dungeon Cards) are a big core of the Game itself and have many different roles. A Card can be a weapon, a skill, a game modifier, a reward and many more.

## Loot

Cards can be lootet from beaten enemies or bosses.

## Buy

Cards can be bought in the stores and from random vendors.

## Rewards

Cards can be rewards for completing some Quests / Achivements

## Rarity

Cards have different rarities (signalized by colors) and classes.

The rarities of the cards are the following:

* Poor (grey)
* Common(white)
* Rare(blue)
* Epic(purple)
* Legendary(gold)
* Heirloom(red)
* Set(green)

## Weapons

Every weapon in Dungeon-Cards is obtained as a Card.

## Skills

Cards can be different skills which the Player can equip, learn and use.

## Magic

Cards can be strong magic which the Player can use.

## Potions

Cards can be potions which will help the Player in his journey.

## Gamemodifier

Cards can be different game modifier to change up the rules in the player’s journey.

### Difficulty

Cards can be difficulty-changer, which the player can use temporarily to change the challenge of the journey.

### Loot

Cards can be booster of loot drops and for example give the player a higher chance to drop a specific item.

### Stats

Cards can be stats-changer to help the player through his journey.

### In game Encounters

Cards can determine if specific enemies can spawn in the next run of the player’s journey.

## Dungeon Related Cards

Cards in Dungeon-Cards play a core-role for the player’s journey. They are sometimes needed to advance in the journey or to spawn different Bosses to fight against.

### Boss Cards

Boss-Cards are Cards, that spawn specific Bosses in the journey. They can be used to kill a boss a second time (for loot / exp / achivements etc.).

### Special Rooms

Special Room Cards will spawn a random Special-Room in the journey.

### Key Cards

Dungeon-Cards has multiple Key Cards that are needed to open one or other rooms, treasures etc.

# Levels

## Story Mode

The Story of Dungeon-Cards is one Mode, which the player can emerge in and compete against a lot of enemies and master the story driven events.

### Lore

### Scripted Stages

Dungeon-Cards Story-Mode has many stages that are handcrafted to deliver the best user experience. The Stages can be altered with Cards.

### Enemies

## Endless Mode

Dungeon-Cards doesn’t end with completing the Story-Mode. In the Story-Mode the player will have to master the key-principles from Dungeon-Cards to be able to proceed. If the player manages to master the Story-Mode, he will be able to explore the challenging Endless-Mode.

The Endless-Mode is the special Endgame-Mode in which the player will face the procedural-generated levels to gain more EXP, build up the HQ and become a Dungeon-Master.

### Endgame

The Endgame will consist of evolving the HQ, complete Card-Sets and to gather all achievements.

### Quests

The Endless-Mode will have different Quests to complete for each run and can be modified through Cards aswell.

### RNG Levels

The Endless-Mode consists of procedural-generated Levels which each feel challenging and different.

The Levels are generated through a complex algorithm which determines different sections and combines them in a logical – yet random way together.

# Headquartes (HQ)

Head Quarters is the Player’s home which he can interact with in different ways. The HQ builds a core-mechanic from Dungeon-Cards, as it is the place, which can be improved by the player and give him a lot of benefits. It is also the place, where the player finds the stores, class trainers, dungeons and many more.

## Upgrades

### Buildings

### Card Vendors

### EQ Vendors

## Unlockable

The Player can unlock several things in Dungeon-Cards through progress in the journey.

### Dungeons

### Characters

### Tier-Sets

# Character

Dungeon-Cards has a unique Character-Progress-System, in which the player is not bound to single character. The Player will have to switch Characters often to progress in the Journey.

## Stats

## Permadeath

Every Character the Player creates, has the flavor of permadeath. This means, that every Character that dies in a run, will be permadeath and the player must create a new Character as a substitute. Every currency or Item the Character had before dying will be lost, but the Player’s personal progress is saved.

## Skills

## Multiple Characters

### Warrior

#### Primary Stats

#### Weapon / Skill Limitations

### Rouge

#### Primary Stats

#### Weapon / Skill Limitations

### Mage

#### Primary Stats

#### Weapon / Skill Limitations

# Progression System

## Character Lvl-Up System

Every Character from the Player has a defined LVL-Cap (LVL 10). The new Character will start at Lvl 1 (may differ with Upgrades etc.) and will reach LVL-Cap rather quick. Each LVL will give the player a set amount of Talent-Points and Stat-Points which can be set in the HQ. Every set amount of LVL’s the Character will also gain new class-specific Skills to use. A LVL 10 Character can have all the class skills and Stat-Points unlocked. After each new LVL from a Character, the player is given the choice of three Cards. Each Card is either a Skill (only every set amount of LVL’s), a Stat-Upgrade or a passive.

The Player therefor can customize how he plays a specific Character and try out different Character-Builds.

## HQ Lvl-Up System

The HQ is the Core-Endgame element from Dungeon-Cards. It has many different NPC and Buildings. Each Building can be upgraded and therefor give better options and aid the player through his journey.

## Talent Tree’s

Each Character and buildings from the HQ have their own Talent Tree. The Talent Tree has different upgrades for each Object and can be customized by the Player’s needs. The Talent Trees are the main way to progress faster and stronger through the journey.

# Interface

## Character HUD

## Skills

## Map System

# Inventory

## Inventory System

## Inventory HUD

# Implementation

## Priority-List

|  |  |  |  |
| --- | --- | --- | --- |
| **Priority** | **Task** | **Description** | **% Finished** |
| ***1*** | **Movement** |  |  |
| ***1.1*** | Movement: Walk left |  |  |
| ***1.2*** | Movement: Walk right |  |  |
| ***1.3*** | Movement: Jump |  |  |
| ***1.4*** | Movement: Run left |  |  |
| ***1.5*** | Movement: Run right |  |  |
| ***1.6*** | Movement: Double Jump |  |  |
| ***1.7*** | Movement: Wall Jump |  |  |
| ***1.8*** | Movement: Dash |  |  |
| ***1.9*** | Combat: Meele hit |  |  |
| ***1.10*** | Combat: Meele hit collision |  |  |
| ***2*** | **Combat and Cards** |  |  |
| ***2.1*** | Combat: Ranged Projectiles |  |  |
| ***2.2*** | Combat: Magic Projectiles |  |  |
| ***2.3*** | Combat: Horizontal / Vertical hits |  |  |
| ***2.4*** | Cards: Cards functionality |  |  |
| ***3*** | **Character** |  |  |
| ***3.1*** | Character: State-Machine |  |  |
| ***3.2*** | Character: Stats |  |  |
| ***3.3*** | Character: Exp/LVL-up-System |  |  |
| ***3.4*** | Character: Permadeath |  |  |
| ***3.5*** | Character: Multiple Characters |  |  |
| ***3.6*** | Characterclass: Warrior |  |  |
| ***3.7*** | Characterclass: Mage |  |  |
| ***3.8*** | Characterclass: Rouge |  |  |
| ***4*** | **Combat** |  |  |
| ***4.1*** | Combat: Move set functionality |  |  |
| ***4.2*** | Combat: Combo functionality |  |  |
| ***5*** | **HQ** |  |  |
| ***5.1*** | HQ: Main-Room |  |  |
| ***5.2*** | HQ: Buildings |  |  |
| ***5.3*** | HQ: Vendors(NPC) |  |  |
| ***5.4*** | HQ: Talentsystem for Buildings |  |  |
| ***5.5*** | HQ: Unlockables functionality |  |  |
| ***6*** | **Character** |  |  |
| ***6.1*** | Character: Card-Talent-/LVL-System |  |  |
| ***7*** | **Cards** |  |  |
| ***7.1*** | Cards: Rarity functionality |  |  |
| ***7.2*** | Cards: Loot functionality |  |  |
| ***7.3*** | Cards: Weapon Cards |  |  |
| ***7.4*** | Cards: Gamemodifier Cards |  |  |
| ***7.5*** | Cards: Skills Cards |  |  |
| ***7.6*** | Cards: Magic Cards |  |  |
| ***7.7*** | Cards: Potion Cards |  |  |
| ***8*** | **Enemies** |  |  |
| ***8.1*** | Enemy Move: Move |  |  |
| ***8.2*** | Enemy Move: Patrol |  |  |
| ***8.3*** | Enemy Move: Chase Player |  |  |
| ***8.4*** | Enemy Move: Attack |  |  |
| ***8.5*** | Enemy Move: Death |  |  |
| ***9*** | **Boss** |  |  |
| ***9.1*** | Boss: Move |  |  |
| ***9.2*** | Boss: Chase Player |  |  |
| ***9.3*** | Boss: Attack |  |  |
| ***9.4*** | Boss: States |  |  |
| ***9.5*** | Boss: Skills |  |  |
| ***10*** | **Story Mode** |  |  |
| ***10.1*** | SM: Stage 1 Room Design |  |  |
| ***10.2*** | SM: Stage 1 Enemies Strategy Design |  |  |
| ***10.3*** | SM: Stage 1 Items Design |  |  |
| ***10.4*** | SM: Stage 1 Goals Design |  |  |
| ***10.5*** | SM: Stage 2 Room Design |  |  |
| ***10.6*** | SM: Stage 2 Enemies Strategy Design |  |  |
| ***10.7*** | SM: Stage 2 Items Design |  |  |
| ***10.8*** | SM: Stage 2 Goals Design |  |  |
| ***10.9*** | SM: Stage 3 Room Design |  |  |
| ***10.10*** | SM: Stage 3 Enemies Strategy Design |  |  |
| ***10.11*** | SM: Stage 3 Items Design |  |  |
| ***10.12*** | SM: Stage 3 Goals Design |  |  |
| ***11*** | **Endless-Mode** |  |  |
| ***11.1*** | EM: Procedural Generated Rooms |  |  |
| ***11.2*** | EM: Procedural Generated Enemy and Object Spawns |  |  |
| ***11.3*** | EM: Special Rooms |  |  |

# Design Concept

## Sprites

## Rooms

# Test Scenario’s