**DUNGEON SCRAWLERS**

SANDBOX DUNGEON CRAWLER GAME

*Version 2*

***Assemble a labyrinth filled with curse afflicted monsters and treasure to torture your friends!***

**Product Overview**

*Dungeon Scrawlers* is a board game designed to allow players to create their own custom adventure for their friends to play. The game will contain multiple types of set pieces that can interact with one another to create unique effects for players to tinker with. Dungeon creation is modular based, so players will be able to form their dungeons through many different provided prefabs.

Players can play each other’s dungeons through the use of dice rolls and figures to represent their placement position. Characters, monsters, and items are placed across the dungeon on a grid. The player uses dice rolls to move across the board, do damage to monsters, and use the items they collect. Each room they enter provide different set pieces that encourage strategy to maneuver the dungeon. The objective of each dungeon is to defeat a boss, sometimes with other objectives. This boss or end goal may be placed somewhere across the map that would make it the final location of the dungeon, requiring that the player explores the whole map before taking it on. This boss can be a normal enemy with extra curses to make it more challenging or can be one of the prefab bosses that are included with the game.

The main goal of the game is to have players interact with one another through their custom dungeons. Players making their own unique dungeons allows other players to always have something new to try, and through these new experiences may learn something new and incorporate it into their own dungeon. More set pieces and themes may be added to the game as purchasable addons to add new creative potential for players. All of these features and mechanics will introduce a great social game that encourages creativity, collaboration, and adventure.

**The Core Concept**

There are six primary set pieces to this game:

* Dungeon rooms – Pieces that when put together, build the map of the dungeon. The objects in these rooms are not revealed to the player until they enter that room. Only the shape of the room is seen.
* Monsters – Creatures can be placed nearly anywhere in the dungeon if the room allows for it. Each creature has a general shape that can fit in different rooms and has a corresponding card that tells important stats such as health, attack power, and other details.
* Items – Items are found in treasure chests that can be placed across the dungeon. When the chest is flipped over, the item on the other side is given to the player. These items have varying effects depending on the details listed on the card. Some items are consumable, some items modify the player’s stats, and some items can be used multiple times all at different specified times.
* Bosses – Each dungeon has to have a boss as its primary objective. Bosses usually are unique monsters with increased stats and a unique ability. However, the dungeon boss can be any monster and typically is the strongest of all of them. Curses can be added to normal enemies to make them resemble their own unique boss.
* Curses – Curses are tags applied to monsters, items, and the player to change how they function in the game. Curse’s effects vary depending on the specifics of the card, but are intended to make each dungeon unique through positive, negative, and neutral effects.
* Player – The player is controlled by the dungeon’s current explorer. Through dice rolls, the player will navigate the dungeon, use items, slay monsters, take damage, and hopefully defeat the final boss without losing. Curses may also be added to the player through events in the dungeon or at the start to give the player an assist, a challenge, or a new way of playing a dungeon.

**Player Character and Combat**

One of the most common things the player will be doing in each dungeon is combat. The player character’s actions are all controlled through dice rolls. The layout of the map is a grid, and the player maneuvers around this grid one adjacent space at a time for the amount they roll. In each room the player enters, each set piece is revealed along with the layout of that room. When the player enters a room full of monsters, turns are taken between the player and each monster in the room.

The player will roll to move towards the monsters, and as soon as they are adjacent from the monster’s hit box (represented by the size of the card), any remaining movements can be used or applied as damage to the monster. When a player is next to a monster, any amount they roll will be dealt as damage to the monster after curses attached to the player are added. After the player’s turn, the monsters will move a set number of spaces based on their card’s specification. This can be diagonals, every other space, a straight line, etc. based on that specific monster. If the player is within the monster’s attack range (also dependent on the monster’s card), the player will take a set amount of damage based on the card and its curses instead for that monster’s turn. The player can only leave the room during the turn immediately after they enter in the event they know they cannot defeat the current monsters in the room.

Depending on the player’s items, they may use different items they find to aid them in battle. For example, the player picks up a bow item and proceeds to a room with two mummies and an inaccessible hole in the middle of the room. The player is parallel to one of the mummies and decides to use their bow item as their turn. They roll a five and the mummy on the left takes five damage, which defeats that mummy and nets the player five gold. The other mummy moves two spaces closer to the player diagonally around the pit and is now only two spaces away from the player. The player rolls again and gets a six, moving towards the last mummy and using their remaining four spaces to damage it, also defeating it and netting another five gold. The player can now access the north previously monster-locked room.

The different items, monsters, and map layouts will allow for unique battles and strategy in each custom dungeon. Some players will be underpowered in certain rooms, and some will be overpowered in others. It’s completely up to the creator to use their resources to build the dungeon to make it a fun and interesting challenge for others to explore.

**Narrative Description of Gameplay**

The player enters a room with three other exits. A gigantic pit lies in front of them and their only way across is a bridge to the northern exit. On the ledges in front of the left exit adjacent to the player, a treasure chest lies ahead. Their only option being forward, the player continues to the next room to find a towering Cyclops, cursed with Laser Vision!

The Cyclops has twelve health, moves two spaces, and deals four damage, but its Laser Vision curse gives it the ability to hit the player from afar as long as they are within the same column or row as the player. This means to avoid the cyclops powerful hits; the player must attack diagonally. Rolling a three and a five, the player barely navigates to the bottom left corner of the room. The Cyclops moves within range of the player’s attacks. Realizing the only way the player can defeat the Cyclops is through a perfect twelve, the player decides to use their bomb item; which deals six damage in a three by three area around them while also pushing enemies back a space as their turn. The Cyclops, now displaced, uses their turn to move again giving the player another opportunity to attack. The player rolls seven barely finishing off the Cyclops, rewarding the player with thirty gold.

Venturing to the next room on the left, the player enters a shop with three items: a Heart for ten gold, an Ice Wand for twenty gold, and an extra dice for fifty gold. Reading the cards, the heart is a consumable item that restores all health to the player, the Ice Wand is a three use projectile attack that removes an enemy’s next turn, and the extra dice gives the player an extra dice roll for movement and attacks. The player has maximum health and decides the Ice Wand is worth their currency, so they purchase it before moving to the next room in the south.

Entering the final challenge before the player can enter the room with the pit and the treasure chest, the player reveals the next room only to see two Skeleton Knights blocking the way. The player observes that both of the Knights have six health, move three spaces, deal three damage, and the Steel Shield curse attached, giving them half damage adjacent close range attacks. The player recognizes the danger of fighting both of the knights at the same time and decides to use their Ice Wand. Firing a shot at the first skeleton, they take three damage and are frozen for that turn. The other skeleton moves adjacent to the player’s position ready to attack next turn. The player uses the Ice Wand again on the nearby skeleton to neutralize the incoming danger, while the other skeleton, now unfrozen, now moves next to the player’s position. The player decides to take a risk and attack both skeletons once each with both dice rolls. The player rolls a lucky three and six, defeating each skeleton and netting twenty gold total.

The player finally arrives to the chest they saw earlier, opening it to finally obtain the dungeon’s most important item, the boss key. The player will now proceed to the boss’s room locked away earlier in the dungeon to finish their adventure.

**Story**

*You are a seasoned adventurer. Tasked with exploring the depths of ancient dungeons and labyrinths, you receive the location of your newest hunt. This dungeon, however, will not be like the others. Filled with monsters and items all cursed with power like you have never seen before, you venture forth wondering if this newest dungeon will be your last…*

The game at its base has no story. However, potential storylines are not limited to this fact. Players being able to create a near endless number of dungeons through combinations and map layout can easily build a story to incentivize the player and add depth to the world they make. If a player is building a dungeon as part of a storyline they are making, perhaps each room in the dungeon has significance to the player. If the player is making a campaign with multiple dungeons, maybe the boss or enemies have a role in the theme. If the player making the dungeon is really creative, they may even incorporate their own custom pieces to add more to the world they are creating. The story is up for interpretation for the player, and this game can be a method of conveying that story. Or alternatively it can just be an adventure with no underlying story behind it. The choice is theirs!

**Interface**

There are three key components of the interface: the map, the player, and the enemies or items. When a player enters a room, they are revealed every key component of that room. That room may have enemies, items, the boss, or an obstacle from the map itself. The player also has a small inventory space for the items they collect. This includes their health, a space for treasure, a space for usable items, and a space for passive items or curses. The treasure pile is accumulated through defeating enemies and spent through an item shop room in the dungeon. Items are either acquired from this shop or from treasure chests located around the map. These items can be passive curses the player receives to boost different aspects of the gameplay, such as an increase in health or speed. Or these items can be a consumable item such as other weapons to help counter the dangers that lie ahead in the dungeon. These items and such are always displayed to the player on a small separate board, acting as the player’s heads up display.

**Obstacles**

The primary obstacle of the game is the enemies in each room. These enemies vary in difficulty depending on the items the player has and the curses that afflict each monster. The player engages with the enemies through dice rolls. Dice is used for the player to do damage and move, while enemies have set amounts, they use that are listed on their card. These are heavily influenced by curses, as changing these values both for the player and enemies can be used to balance whether or not a player can defeat them and how much strategy is needed to do so effectively.

On top of enemies, the actual layout of the dungeon can be used as an obstacle. To progress to other rooms, enemies need to be defeated. Some of these enemies will be too tough for the player, causing the need to retreat to other rooms. These other rooms may have treasure that will be required to progress and defeat those enemies. Some rooms may have areas inaccessible unless approaching from another room (see the narrative gameplay example). These obstacles when combined can make each dungeon unique and a fun experience for the player. Ultimately, how many of these obstacles are used will determine the difficulty of the dungeon, but how they are laid out will determine how clever of a design of the dungeon will be.

**Interactions**

Player to player interactions is exclusive between the player and the dungeon creator. Specifically, dungeon creators can use the knowledge of the player experiencing their dungeon to learn and make a more effective dungeon next time. Alternatively, the player may experience traps the dungeon creator made in their design to target specific players that may fall for it.

Player to non-player interactions include their encounters with monsters and their placement. Depending on the location of specific monsters, players will need to strategize against those monster’s movement patterns. While monster’s movement are static and do not change, the combination of the room’s layout, the monster’s base stats, and the curses on that monster make each room dynamic and requiring a new plan of attack to escape successfully with minimal damage and resource usage. The player’s performance in each room will determine how likely they are to survive later rooms that may be much harder, which encourages careful planning on both the player’s end and the dungeon creator’s end. These interactions are what make the game dynamic in each individual dungeon’s creation and how it is played.

**Level Walkthrough**

The following is an example walkthrough of a dungeon: The player begins at a simple room with one exit. In front of the player is a chest with a bow inside. The bow is cursed with Limitless, meaning it will never expire of arrows. The player is expected to open the chest to receive the bow as it will be required to complete the dungeon. The next room is a branching pathway with three exits. The exit straight ahead is a locked room requiring a red and blue key. Both exits on the left and right are open to the player, but the player must defeat two skeletons in the room before progressing. Both skeletons are cursed with Scaredy Cat, which causes them to move away from the players every turn. The player must use the bow to dispatch the skeletons before moving on as they will never be in melee range, teaching them the bow should be used across the dungeon.

The player can choose which room to enter next, but in this case, the player moves left. In this room on the left, there is a long bridge to the other side with an exit. North of the room is an exit with a balcony and a chest on top of it which is unreachable to the player unless they enter the room from that side. The player needs to get to that chest to get the blue key. Seeing this chest upon entering the room, the player now knows what they are searching for.

The player enters the room on the left. In this room, there is an exit north of the room but two mages that must be defeated before progressing. The mages attack with spells across the room but are unable to be reached because of a gap in the floor. The player must defeat these mages while avoiding their attacks by shooting arrows at them using the bow. The player can then proceed to the next room which is a shop. The shop has an exit on the right which leads to the room north of the bridge. In the shop, using the gold from the enemies they defeated, they can buy a health upgrade, a curse for their bow that increases damage, or a speed upgrade. These upgrades are optional but can benefit the player if they decide to purchase them.

In the final room before the chest, a giant gargoyle is blocking the way. The gargoyle is cursed with Teleportation, which allows it to move to a random space on the board each turn (through two dice rolls). The player must once again use the bow to defeat the monster while staying away from the gargoyle’s teleported spot. When the boss is defeated, the player can proceed to the balcony to get the first key.

After returning to the second room and possibly buying an item on their way out, the player makes their way to the right side of the map. Entering this new room, there is a chest on the other side of the room that contains the red key. The player cannot get to the chest without some sort of new curse that would allow them to traverse the gap. This room has a north and south exit both unlocked, and it is up to the player to decide which they enter.

The north room is actually a trap! If the player enters the room, they must fight two skeletons like before each cursed with Lockout, preventing the player from escaping the room. If the player is strong enough (which they likely are after visiting the shop), defeating the skeletons should be pretty easy. If the player enters the south room, a chest is visible at the other side, but is blocked by an ogre. This ogre has the Vitality curse, doubling its health. Ogres are slow but deal a lot of damage, encouraging the player to stay far away while damaging with the bow. Upon defeating the ogre, the player is able to open the chest and receives the Grapple curse for their bow. This curse allows the player to shoot a perpendicular wall to them and move across gaps. The player backtracks to the room before and grabs the red key.

Now having both keys, the player enters the boss room back at the beginning. In this final room, a dragon stands in the way. The room has a giant crater in the center where the dragon flies over, and each corner of the room has a platform for the player to stand on. The player must use the newly achieved grapple bow to go to each corner and shoot the dragon, while avoiding its fire attacks. After a tough battle, the player defeats the dragon and completes the dungeon!

**Game Shell**

In the event of a video game port, the game’s main menu will be quite simple! The player will have four options: Play, Build, Options, and Exit.

The Play option brings open a sub-menu where the player can play their own dungeons or dungeons found online. They can sort and search dungeons from keywords or a search bar, and each dungeon has an average playtime listed in the corner of its thumbnail. Playing a dungeon opens it as a player (see Narrative Description of Gameplay for example).

The Build option opens the dungeon building interface. The player has the option to continue working on one of their own dungeons or start a new one. The player may also save their dungeon as a copy for different revisions. The player navigates the dungeon builder using simple controls and sub-menus (see Controls).

The Options button brings a simple list of basic options. This includes the binding of controls (which can also be reset to default), volume, sounds, and music sliders, and buttons that can be enabled or disabled involving online play (for example, players cannot see your name in the dungeons you make).

The Exit button simply closes the game. When pausing the game, this button will take them to the main menu after asking if they would like to save their dungeon.

**Controls**

The dungeon will be assembled and played by hand through the use of dice and simple math. However, for the context of a video game port, the dungeon’s creation is controlled through a simple menu screen and the player is controlled from a top down perspective. The controls are as followed:

**Dungeon Creation**

Left Stick / WASD – Move Selection

Bottom Button / Spacebar – Select

Right Button / Backspace – Back

Top Button / E – View Monsters

Left Button / Q – View Items

Right Shoulder Button / Left Shoulder Button / Numbers – Quick Room Swap

Right Trigger / Left Trigger / Tab – Quick Set Piece Swap

Start Button / Enter – Save Dungeon

Select Button / Escape – Load Dungeon

**Dungeon Exploring**

Left Stick / WASD – Move

Left Button / Spacebar – Attack

Bottom Button / E – Interact

Right Button / Q – View Inventory

Top Button / Tab – View Map

Right Shoulder Button / Left Shoulder Button / Numbers – Quick Item Swap

Right Trigger / Left Trigger / Arrow Keys – Move Camera

Start Button / Escape – Pause

Select Button / Backspace – View Dungeon Details

**Character Actions**

**Movement**: Players move through dice rolls (unless the room has no enemies present). The player starts with a simple D6 dice that controls how many spaces they can move on the grid. However, grid spaces occupied by enemies, objects, or are inaccessible (which will be colored coded on the board pieces) cannot be counted as a moveable space. The player cannot move diagonally at their base, however, players may receive curses that will change these basic movement conventions. For example, curses exist where the player receives an extra dice, can move diagonally, or can move across gaps. How much freedom the player has for movement is dependent on the curses and items the player gets in each dungeon. Players may also retreat from a room the turn they enter it if they decide they cannot defeat the enemies in that room, but players must defeat each enemy in each of the rooms before moving on.

**Attacking**: Players attack through the use of dice rolls and items. A player using a basic attack will roll to damage anything within one space distance of that player (including diagonals). However, a player may use a dice roll to move to an enemy and then use the remaining movements as damage instead (this is called a dash attack). Players that want to rely on stronger or consistent damage will instead use items. Items have different effects, but some items can be used as weapons. Each item will list its functionality as well as its damage and range if applicable. The last thing that affects combat is curses. Curses can help or harm the player (or enemies) based on what is listed on the curse. Some curses boost attack damage, but some curses may weaken the player.

**Items**: As mentioned before, the player may use items for combat. However, item can also be consumable in game. Some items may grant the player health or a boost for that turn. Items will consume that players turn, but depending on what that item’s use and curses are may affect when and how they should be used.

**Curses**: Curses are not “useable” by the player but will greatly affect their actions. Depending on the curses of the player, their items, or other enemies, the player must adapt to the changes to make effective use of their turn. Some curses will benefit the player and some will hurt them, but players cannot move or remove curses from their items. If a player finds a curse in a chest, they can assign it to one of their items (if the curse is an item curse) but they cannot avoid it. Curses can also be stacked on the player, their items, and monsters. Curses may provide extra treasure from enemies when defeated.

**Health**: The only other task for the player is tracking variables, specifically health and movement. Damage counters are provided to indicate damage on the player and monsters, but the application of damage (including the simple math) is up to the player.

**Exploration**

Navigation for the player is done through dice rolls when enemies are present. The positioning of the player is very important during battles, but dungeon exploration will not require dice rolling as there will be no imminent threat to the player. Players can walk to any open spot in the map (but not through diagonals) if it is unobstructed by an enemy or obstacle. Some curses or items may change these effects depending on what they do. Players can attack or open chests by moving adjacent to them.

Players must explore each room to find items and treasure that will help them complete the dungeon. While exploring, any unentered room will be covered. Some rooms require a key to enter but all rooms require all the enemies to be defeated before progressing (a specific curse can change this too). Players who enter a room have the opportunity to leave immediately if they deem the enemies in the room are too powerful (this is called scouting). Visiting each room is not required to complete the dungeon, but a good dungeon will typically have optional routes that can still benefit the player’s progress. If the player is defeated, they will have to restart the dungeon from the beginning, but revealed rooms do not have to be unrevealed.

**Interface**

The interface of the game is represented by connected board pieces representing the entire map; tokens or figurines on the board representing where the player and enemies are located; cards on the board representing where chests are located; and cards outside the board which tell item descriptions, enemy descriptions, curse effects, and tokens that track health and treasure of the player and enemies.

The player has a small board of their own used to keep track of their inventory. While this board is only a suggestion, it can be useful for organization. This inventory board holds four slots for items, four slots for curses applied to those items (which can stack), four slots for the player’s curses, and two spaces to pile the player’s health tokens and treasure.

A similar board for enemies is next to the player's inventory board. This board is also a suggestion but may be useful for the organization of current enemies in that room. The board features five slots for enemy information, five slots for enemy curses (which can stack), and five spaces for each of the enemy’s health and money tokens to be piled.

All items and curses have a back to the card which is an icon of a chest. These cards may be placed face down in the map next to a chest token to represent that room has an item. Players can reveal what is inside that chest when they reach the chest token and open it. Once again, items opened in chests must be placed in the player’s inventory. Item cards can also have a curse card underneath it to indicate that item has been cursed.

The last interface information that is crucial to the player’s understanding is the item shop. Up to two rooms in a dungeon can be an item shop with up to three items and a price. These item shops can have no enemies or treasure chests but have three slots for item cards or curses along with a price below it. The player may subtract from their treasure total to purchase these items. The dungeon creator may even decide to flip these cards over so the player must purchase an item before it is revealed to them.

**Direct Effects on Character**

Curses! Curses serve as the status effects on the player, their items, and enemies. Curses effects can range from simply adding (or removing) from the player’s movement total to perpetually setting something on fire! While a lot of curses will be provided to the dungeon creator to play with when building their dungeon, custom curses may even be made for more creative players. In the event of expansion packs, more curses might be included with new themed effects.

**Levels**

Levels may be played from dungeons that have been made. For a digital port of the game, dungeons downloaded from players online or made by other players locally will serve as the levels of the game. Some dungeons may even be made as part of a series of dungeons following a specific theme. However, sample levels may be provided by the developers to inspire dungeon creators and teach the basic mechanics of the game.

**Art**

The art style of the game will be cartoonish fantasy mixed with a slight Chibi aesthetic (think medieval Monopoly as a crude example). Each card, including monsters, items, curses, and even the board pieces, will feature simple art to show what they are and look like. Some of these drawings will just be for show (as numbers and descriptions will be provided alongside it), while some drawings will be important to the gameplay. For example, enemies on bigger cards take up more space (fitting the grid exactly to show what spaces are occupied). The grid on each board piece will indicate whether the player can actively move there (pillars or pits will not show a grid at that specific spot). The goal of the art style in this game is to provide a unique and memorable art style to accompany the game’s unique mechanics.

** A video game screen with a cartoon character and monsters

Description automatically generated A cartoon of a child fighting a dragon

Description automatically generated A cartoon character holding a bow and arrow with a skeleton in front of him

Description automatically generated A cartoon of a child surrounded by monsters

Description automatically generated**

AI Generated Reference Images

**Cutscene**

In the video game port, there will not be traditional cutscenes. However, there will be a loading screen showing the player entering the dungeon while it is being loaded. Similar short animations might be played while uploading a dungeon, beating a dungeon, or losing a dungeon. These cutscenes are there to add more immersion to the game (even if its art is stylized).

**Characters and NPCS**

Characters in the game are exclusive to the player character, a Shopkeeper, the Grand Master Wizard (who explains how to play in the instructions and digital port), and the monsters.

Each of the monsters has their own mechanics and behavior associated with them depending on what they are or what they are cursed with. However, all monsters follow the same rules and have the same goal: to kill the player character. Monsters may do one of two things every turn: move towards the player or attack the player when in range. Unlike the player character, monsters cannot attack and move at the same turn, or use items. How many spaces a monster can move in one turn as well as what directions they can move in (adjacent or diagonal) are determined on the monster’s card. Unless a curse says otherwise, monsters must move as close to the player as possible on their turn. If two routes to the player are the same distance, the player can decide which route the monster takes to the player. When a player is within a monster’s attacking range (also listed on the monster card), the player will take a set amount of damage from their health pool listed on the monster’s card plus its curse modifications. The player loses when they lose all of their health to monsters and wins when the boss monster is defeated.

In both of the shop board pieces, there is an NPC that explains how to purchase items from the shop. This character cannot be interacted with or hurt (as monsters cannot spawn in the shop room) and exists to explain the shop mechanics to the player. There is a possibility the player will be able to attack the Shopkeeper in the digital port who will fight back with powerful magic as a reference to the original Legend of Zelda games. If this ends up being implemented, the Shopkeeper will be invulnerable as this is just an easter egg.

The last unique NPC the player will meet is the Grand Master Wizard. Appearing as an only wizard in a purple robe, he acts as the game’s guide in the manual and, in the digital port, in the game’s dungeon editor system. The rules of the game and the dungeon editor might come across as convoluted to newer players, so this wizard will help guide the player through it to familiarize them with the game.

**Sound**

The board game will not feature any sounds, however, in the video game port, sounds will be an important part of the game. While the sounds do not affect the actual gameplay, having ambient music not only selectable for each dungeon but also during the editor is important to break the silence. It is also important that each object in the game has some sort of recognizable sound. For example, placing down a monster in the dungeon editor should sound unique and be recognizable to that monster while also being seemingly satisfying. When the player places a chest, perhaps it plays a rattling coin sound effect. When the player defeats a zombie, it should play a squishy sound effect. When the player is exploring a dungeon with lots of enemies, the music should sound slightly frantic and dangerous. Setting the mood of the game, whether the player is creating or playing a dungeon, through simple sound design and music is important to solidify the game’s tone.

**Development Summary**

The board game’s development will have three components: the mechanics, art and printing, and playtesting. While the base mechanics are outlined in this document, there will likely be some tweaks to gameplay. On top of this, all monsters, curses, items, and map pieces will need to be carefully designed for maximum fun. This includes both dungeon building and exploring.

After all of the game’s resources are finalized, putting them onto playable cards and board pieces that players can easily pick up, read, and understand all while looking really good is critical. For the sake of time, beta versions of the game may use AI art or crudely drawn images to represent what the final product will look like with refurbished human drawn art.

The last phase is playtesting. With the now completed and tested game, it is important another round of playtesting is done with the finished product before publishing. Any suggestions or last minute tweaks can then be made before the final release.

The video game’s development will have four main components: programming the mechanics, implementing the art into the game, playtesting iterations of the game, and distribution of the final product. Programming is a very large task for the game as this not only includes the base mechanics of the game including movement, monster AI, winning and losing, items, and curses, but it also includes the player’s ability to make, save, and upload their dungeons online. Programming will likely be divided into several categories amongst different teams to make development of the game as efficient as possible.

Implementation of art includes the actual creation of it, replacing temporary assets with new ones, and making sure all animations and art is tuned to the gameplay. While the game will be 2D, all art and animations will require proper keyframing and a consistent style. Having too much contrasting art will make the game look messy, so it is important the art team works together to settle on a specific style and divide the workload evenly.

Playtesting iterations is the act of dividing builds of the game for testing of each primary mechanic. There will likely be milestones in the game’s development where builds will be made to test each primary mechanic of that milestone. For example, the first milestone might be movement and actions, the second milestone might be navigating the dungeon editor, the third milestone might be saving and playing built dungeons, etc.

Publishing is finding some sort of platform (or making our own) to publish the game on. After the game is published, it is important to track the game’s earnings to make sure any funds that were used in the development of the game are paid and that profit can be made.

**Localization**

Localization should be quite simple. As the game is fantasy, no physical changes will need to be made to the game’s design or art. The biggest change needed to be made to the game is translation. Each line of text in the game must be changed to whatever language the game will be translated to as effectively as possible. There are 3rd party companies that do this, but a translator may be hired instead for the purpose of the game’s translation.

**Conclusion**

DUNGEON SCRAWLERS will be the world’s first dungeon-building, monster-fighting, treasure-hunting sandbox RPG that has players build and play custom dungeons with their friends! With endless combinations of dungeons limited to only the user’s imagination, this game will offer a unique replayable experience for fans of both role-playing board games and homemade adventures. Dungeon creators and explorers will enjoy the experience of sharing and playing their adventures in this one of a kind board game.

**DUNGEON SCRAWLERS**

*Build your own dungeon, play your next adventure…*

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