**DUNGEON SCRAWLERS**

SANDBOX DUNGEON CRAWLER GAME

*Version 2*

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

**Synopsis**

In this game, two or more players will be given various set pieces to build their own custom dungeon which includes rooms, enemies, items, treasure, and a boss. These dungeons can be made quickly through the use of a timer or can be more deliberate with no pressure between players. Custom dungeons consist of a dungeon layout, monsters and items with unique effects called curses, and a boos at the end that must be defeated to win. Once all players have completed their dungeon, each of the players is tasked with playing each other’s.

Through the use of a dice and some cards, players will move around the map and explore their friends’ custom dungeons. On the way, they will discover new rooms by flipping them over upon entering, collecting items to unlock new areas and puzzles, defeating various types of enemies, and finally reaching the end chamber with the boss of the dungeon, where they must use what they have collected against a custom buffed enemy. Players can be more competitive by timing their playthroughs of each other’s dungeons and seeing who can beat them the fastest. Once each dungeon has been sufficiently explored, players can clear their dungeons and start again.

**Category**

*Dungeon Scrawlers* is a dungeon crawler sandbox game where players can create labyrinths to share with their friends for a homemade experience akin to trying your friend’s *Super Mario Maker* level for the first time. With the high volume of different effects spanning different rooms, items, and enemies, the number of completely unique dungeons exceed the millions!

**Platforms**

* Tabletop – Having all of the set pieces available in one neat box allows for easy access for players to pick up and start making or playing custom dungeons. Extra boxes featuring new set pieces can also be purchased.
* Computer (Windows and Mac) – The ability to create, save, play, and share dungeons incredibly easily via the internet is an incredible selling point. On top of this, players may even be allowed to add custom assets via modding.
* Nintendo Switch – Players being able to save dungeons on their Switch, bring it with them to share with others, and play the dungeon in person encourages high interactivity.

**License**

While the game will not require any licensed assets, selling new versions of themed copies from popular franchises such as *Legend of Zelda* or *Dungeon’s and Dragons* could be exciting expansions.

**Play Mechanic**

The primary play mechanic would be building the player’s dungeon. The player will have lots of set pieces with a description of their purpose they can frame the dungeon with, then add special effects to various parts of it using different cards. A player might have a corridor in their dungeon that features a rolling ball at the center, requiring a shield in order to progress, that of which can be found in other rooms.

The secondary part of the play mechanic is playing the dungeon. While it is up to players to create an interesting experience for others, the game’s high customizability allows their creativity to shine. Resources such as a small strategy guide explaining the best ways to make dungeons will be included for players who might be stuck on making one.

**Technology**

The simplicity of this game idea allows it to be created with simple cards and pieces. As for a video game port, Unity Engine is certainly the best way to create this game due to its high customizability and quick building of prototypes.

**Target Audience**

This is a family game expected to be played by ages 12 and up. Players must have a basic understanding of how board or video games are played in order to start making things, as well as be able to handle moderate puzzle solving. As people get better at making dungeons over time playing the game, the more enjoyable it will be for both players and creators. More experienced audiences with dungeon crawler games will likely have more inspiration for their dungeons and gameplay.

**Key Features**

* Build your own custom dungeon for others to play!
* Mix and match different effects to create unique experiences in your dungeon!
* Navigate the depths of other players’ well-crafted dungeons!
* Collect items, defeat enemies, and solve puzzles others have made for your enjoyment!
* Learn new things about other’s dungeons you can incorporate into your next experience!

**Marketing Summary**

The most marketable part of this game is the game’s replayability. Each time a player builds a dungeon for someone else and plays their dungeon, they will learn new ways to improve and add to their next dungeon. This creates a loop where players improve at making dungeons and players that play them learn how to improve their dungeon, all while having fun experiencing each other’s creations. Word will spread quickly at game nights when player’s share their dungeons with friends, and others go and buy their own copy to start making their own dungeons. To top it off, players who enjoy making dungeons may end up finding their interest in game design, as creating fun experiences for others might be what they want to pursue as a career.