General story board

The Player is in a world with randomly generated dungeons based on set themes, every time you die in a dungeon you get kicked out of it, only letting you keep your levels (and stat bonuses from leveling up), money. This can be used to buy equipment from the store after each run, you can even enchant your gear so that it stays with you after death in the dungeon.

every dungeon has randomly generated rooms that can have stuff like enemies, chests, and traps in them, and you can only leave a room once all enemies have died in that room. Once you’ve finished a dungeon you can move on to the next dungeon.

You as the player are an archaeologist that wishes to find out all the secrets of the dungeons, across your journey you will find stories about this world, you must go through multiple dungeons with their own stories to be able to find the final dungeon that holds the viscacha’s library, a library that hold the truth about the dungeons in this world.

Every dungeon has a boss to fit its dungeon’s theme.

There are a total of 5 dungeons the player must go through to get to the final dungeon. The theme of these dungeons can be a forest, dessert, catacombs, sewers, etc.

For the detailed lore and story of the world see: Viscacha’s\_Gate\_Lore.docx