In the name of God

Game Design final Project

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Game's title : Infernal Ascension

Documnet version number1

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GDD outline (for action, adventure, platform, RPG, or shooter-video game)

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Revision history

Game Goals

High Concept

It revolves around **immersive exploration and survival** in a procedurally generated environment filled with dynamic challenges. Players embark on a daring adventure where strategic decision-making, resource management, and skillful combat are essential to progressing through increasingly difficult levels. The game is designed to offer a blend of unpredictability and replayability, ensuring each playthrough feels unique.The game is designed in a **rogue-lite** style, meaning players face diverse enemies and unique challenges at each level. Victory can only be achieved if all **five levels** are successfully completed.

Each level unlocks only after the previous one is cleared, encouraging players to progress and improve their skills to tackle increasingly difficult challenges.

Key challenges in each level include:

- Facing specific and powerful enemies.
- Managing resources and using items strategically.
- Navigating hazardous environments.

Novel Mechanics and Gameplay Features

The game introduces several new and innovative mechanics that enhance its appeal:

1. **Dynamic Procedural Generation**: Levels, enemy placements, and loot are procedurally generated, ensuring a fresh experience every time the game is played.
2. **Adaptive AI Behavior**: Enemies dynamically adjust their strategies based on the player's actions, creating engaging and unpredictable combat scenarios.
3. **Interactive Environment**: Players can interact with the environment, such as triggering traps, solving puzzles, or finding hidden paths to gain an advantage.
4. **Customizable Loadouts**: A robust system that allows players to tailor their equipment and abilities to suit their preferred playstyle.The player can enhance their health or strength based on various resources obtained in the game environment.
5. **Permadeath with Progression**: While permadeath is a core feature, certain achievements or collectibles persist, enabling players to unlock new content in subsequent runs.

Story Overview with Five Levels

Set Up

The game begins with the [player](#) awakening in the **Forgotten Chamber**, an ancient room at the entrance to the **Labyrinth of Shadows**. A mysterious voice echoes, urging the player to retrieve the **Ethereal Core**, a powerful artifact hidden deep within the labyrinth. Equipped with a basic weapon and a torch, the player embarks on a perilous journey through five distinct levels, each more dangerous than the last.

Locations and Narrative Progression

1. **Level 1: The Forsaken Halls**

   ○ A crumbling, decrepit area filled with basic enemies .In this stage, the player encounters a single [easy-level enemy](#). After defeating it, the player must try to reach the end of the level by collecting resources. Challenges in this stage include pushing boxes to jump over obstacles and avoiding spikes on platforms.
   ○ Purpose: Introduces core mechanics, including [combat](#), exploration, and resource collection.
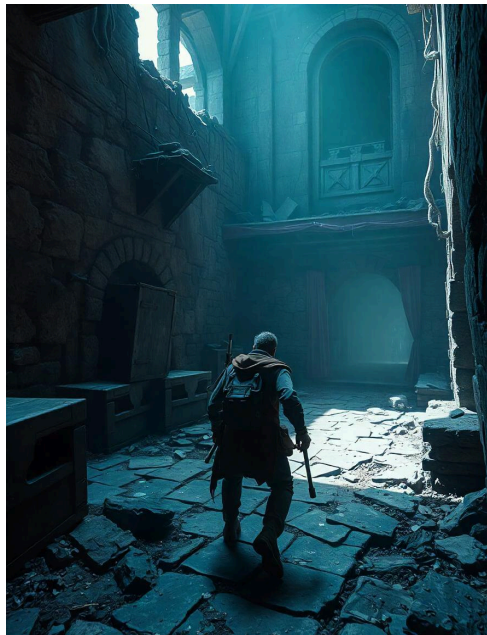
2. **Level 2: The Whispering Catacombs**

   ○ A maze-like structure with narrow corridors and hidden traps. Enemies begin to display more intelligent behavior.In this stage, the player must navigate through a maze-like path to reach the level's end. If the player takes a wrong turn, they might encounter [a medium-level enemy](#). Additionally, the path is dark, and the

player needs to use resources gathered in the previous level to light their way forward.

- ○ Purpose: Builds tension with increased difficulty and introduces stealth mechanics.
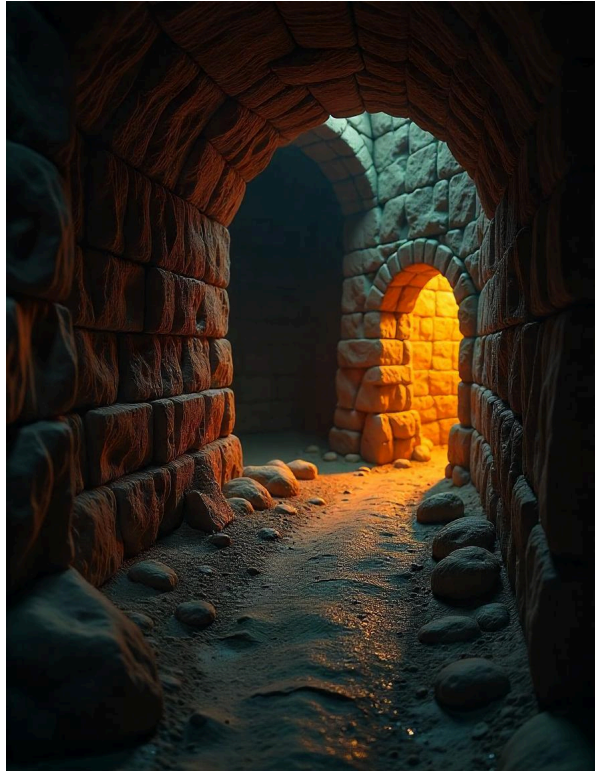

3. **Level 3: The Frostbound Caverns**

- ○ A frozen, desolate area where environmental hazards like icy floors and freezing storms come into play.The player enters an abandoned, frozen area in this stage. Parts of the ground are slippery, and stepping on them may cause the player to slide into spikes. There are also icicles hanging from the ceiling that might fall and hit the player. The player must focus on collecting resources and overcoming environmental challenges in this stage.
- ○ Purpose: Tests the player's adaptability by combining [combat](#) and environmental challenges.
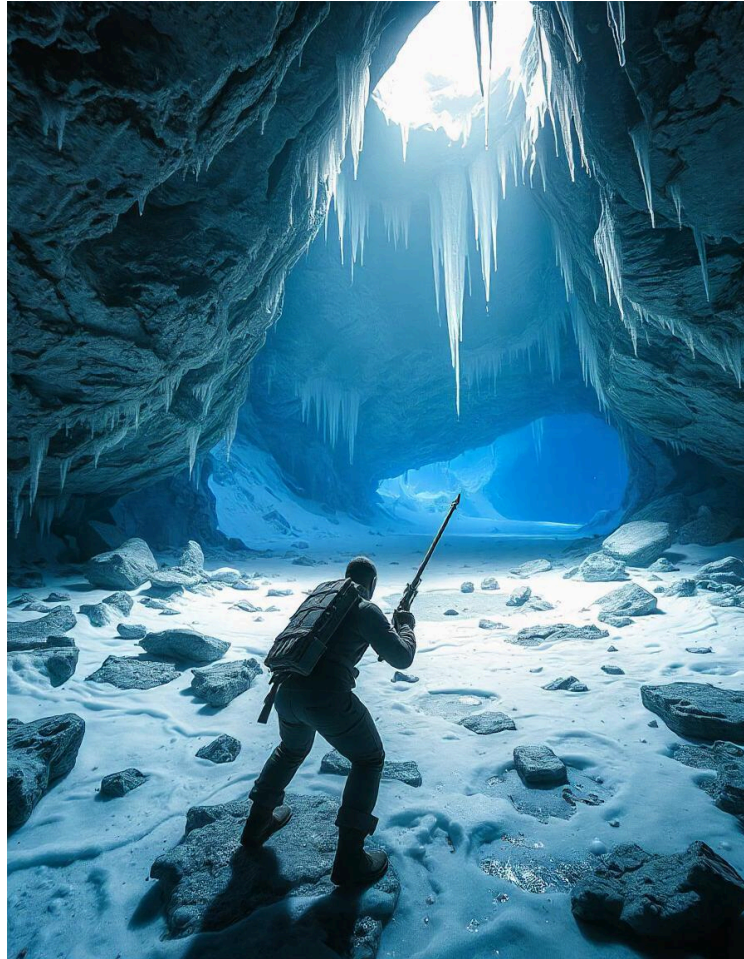
4. **Level 4: The Infernal Depths**

   ○ A fiery, lava-filled region with relentless enemies and dynamic obstacles such as collapsing platforms.In this stage, the player faces a fiery area. A group of medium-level enemies will attack, and the player must survive. The path includes moving and crumbling platforms, and arrows are fired from certain points on the ground, posing a threat to the player.
   ○ Purpose: Pushes the player's [combat](#) skills and resource management to the limit.
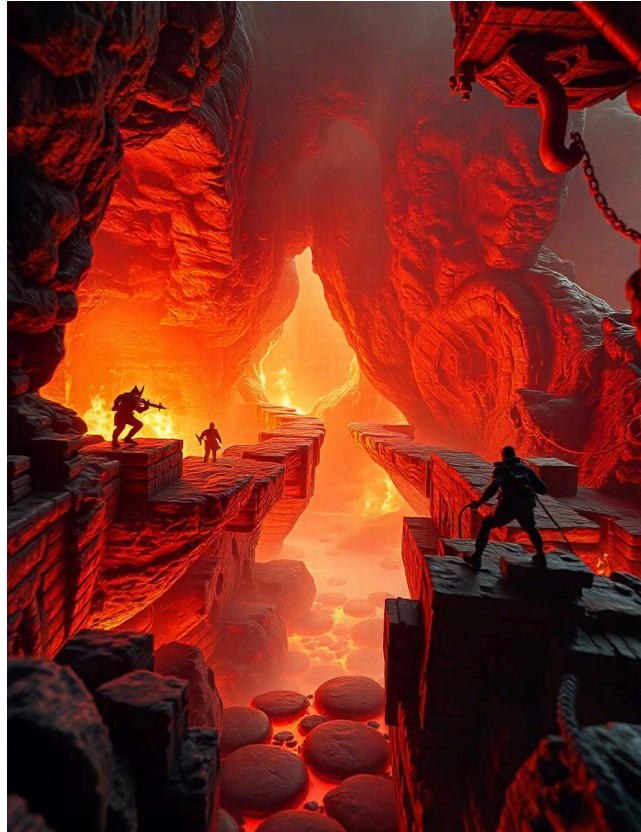
5. **Level 5: The Obsidian Keep**

   ○ The final level, a dark, ominous fortress where the player must navigate treacherous terrain and face the labyrinth's guardian.In the final stage, the player confronts the main boss, [a hard-level enemy](). To reach the end of this level, the player must pass through areas where fire ignites automatically, and the ground beneath is entirely covered with spikes. The player must make their way to the castle's end, where the main boss resides, and defeat them.

   ○ Purpose: Serves as the ultimate test of all the skills learned, culminating in a boss battle for the **Ethereal Core**.The player faces a massive horde of enemies while simultaneously having to keep an eye on the main boss in the final stage.

Finale

After defeating the labyrinth's guardian, the player retrieves the **Ethereal Core**, triggering a sequence where the labyrinth begins to collapse. The player escapes as light and harmony return to the world. The ending reflects the player's mastery of the mechanics and the choices made during the journey, leaving room for a potential sequel or replayability with different outcomes based on performance or exploration.

By completing all five levels, the player is expected to have conquered diverse challenges, uncovered hidden lore, and restored balance to the world by successfully retrieving the artifact.

Game Controls

Overview

In this game, players will engage in a variety of actions that blend combat, exploration, and survival mechanics. These include:

1. **Movement**: Navigate the labyrinth's diverse environments, dodging traps and evading enemies.

2. **Combat**: Attack enemies with melee or ranged weapons and use special abilities.
3. **Defense**: Block or dodge enemy attacks to avoid damage.
4. **Interaction**: Open doors, pick up items, and activate environmental objects.
5. **Inventory Management**: Switch weapons or items during gameplay.
6. **Special Abilities**: Execute unique skills unlocked during progression.

Control Scheme

Below is the button mapping for the game on different platforms:

1. **PC (Keyboard + Mouse)**:

   ○ **WASD/Arrow Keys**: Movement
   ○ **Mouse Left Click**: Attack
   ○ **Space** : Interact
   ○ **Space** : Open Inventory

Technological Requirements

Tools and Frameworks

1. **Game Engine**: Unity – Chosen for its robust features, cross-platform support, and ease of use for 2D/3D games.
2. **Programming Language**: C# – Used for scripting behaviors, mechanics, and AI.
3. **Version Control**: GitHub or GitLab – For collaborative development and version tracking.
4. **Art Tools**: Photoshop or GIMP for textures and sprites, Blender for 3D modeling (if applicable).
5. **Sound Tools**: Audacity or FMOD for sound editing and implementation./ convertio

Implementation of Features

1. **Camera**:

2. **Physics**:

   ○ **Method**: Unity's built-in 2D/3D physics system.
   ○ **Responsibility**: Handled by programmers using Unity's Rigidbody and Collider components for interactions.
3. **Bosses**:

   ○ **Method**: Scripted using state machines to manage behavior and attacks.

- - **Responsibility**: Programmers create base states; designers tweak settings for difficulty and balance.
4. **General Gameplay**:

   - **Scripted**: All [player](#) and [enemy](#) behaviors, interactions, and events are scripted in C#.
   - **Level Design**: Levels are created using Unity's Tilemap system and custom prefabs.

Design Tools

1. **Level Creation Tools**:
   - Unity's Scene Editor and Tilemap system for procedural and static level design.
2. **Scripting System**:
   - C# for creating reusable and scalable components like [enemy](#) AI, [player controls](#), and event triggers.

Proposed Tools for Cheats

1. **Level Cheat**:

   - **Implementation**: Scripted toggle to load any level from the game.
   - **Control**: Press L + Number Key (e.g., L + 3 to load Level 3).
2. **Invulnerability Cheat**:

   - **Implementation**: Add a script to ignore all damage.
   - **Control**: Press I to toggle invincibility.
3. **[Camera](#) Cheat**:

   - **Implementation**: Free-camera mode allowing exploration of the environment.
   - **Control**: Press C to unlock the camera and use mouse/arrow keys to move it.
4. **Other Cheats**:

   - **[Full Health](#)**: Press H.
   - **Full Armor**: Press A.
   - **Full Money**: Press M.
   - **Unlock All Levels**: Press U.
   - **Add Power-Up**: Press P.

Cheats will be accessible only in a debug mode for testing purposes and not in the final public release unless explicitly allowed as a feature.

Cutscene Description

Introduction Cutscene:
 The game begins with a cinematic sequence introducing the player to the dark, mysterious dungeon where the protagonist has been trapped. The cutscene shows the hero awakening in a dimly lit chamber, surrounded by ruins and faint echoes of distant enemies. A glowing artifact appears, signaling the start of their journey to reclaim their freedom and escape the dungeon. The narrative sets up the stakes, explaining that the dungeon is cursed, and only by defeating its guardians and reaching the final level can the player hope to escape.

Mid-Level Transitions (Optional):
 Short cutscenes may appear at the end of each level, briefly showcasing the next stage, such as new environments, tougher enemies, or hidden treasures, to build anticipation.

Finale Cutscene:
 Upon defeating the final boss, the protagonist escapes the dungeon. A triumphant sequence shows them emerging into the sunlight, holding the artifact as the dungeon crumbles behind them. The cutscene ends with a hint that the artifact holds greater powers, setting up the possibility of future adventures.

These features can be implemented using the capabilities provided by Unity and artificial intelligence. Efforts will be made to implement them as much as possible.

Player Options

The options menu provides various settings for customization:

1. **Audio Settings:**

   - Master volume slider.
   - Separate sliders for sound effects and voice volume.
2. **Music Settings:**
   - Toggle for enabling/disabling background music.

Game Flowchart

Screen Flow:

1. **Title Screen:**
   - Access options like Start Game, Load Game, Settings, and Bonus Material.

2. **Level Selection:**
   ○ Show progress and allow players to choose levels.
3. **Gameplay:**
   ○ Transition through levels, showing procedurally generated maps and enemies.
4. **Game Over:**
   ○ Display stats, retry option, or return to the title screen.
5. **Bonus Material:**
   ○ Unlockable content accessible from the title screen.

Flowchart Explanation

1. **Start Screen**:
   The game begins here. The player selects "New Game" or "Continue".
   → Leads to **Level 1**.
2. **Levels 1 to 5**:
   ○ Progression: **Level 1 → Level 2 → Level 3 → Level 4 → Level 5**.
   ○ If the player's HP drops to **0** during a level:
      → Respawns at the **last checkpoint**.
      → After 3 respawns in one level: **Game Over**.
3. **Game Over**:
   The player is taken to the **Game Over Screen**, where they can choose to restart the game or return to the start screen.
4. **Win**:
   Completing all 5 levels successfully takes the player to the **Win Screen**.

Flowchart Structure

Start Screen → Level 1 → Level 2 → Level 3 → Level 4 → Level 5 → Win

● **Failure Case**:
   ○ If HP = 0 → Respawn at Last Checkpoint.
   ○ After 3 Respawns → Game Over → Start Screen or Restart.

HUD Components

1. **Health/Status:**

   ○ **Description:** Displays the player's current health as a bar or heart counter . If the player has status effects (e.g., poisoned, shielded), these are also shown.

- ○ **Implementation:**
  - ■ Use Unity's Slider UI element for the health bar.
  - ■ Attach a script to dynamically update the bar based on the player's health variable.
  - ■ Display status effects as icons near the health bar.

2. **Lives/Continues:**

   - ○ **Description:** Indicates the remaining lives or continues available to the player.
   - ○ **Implementation:**
     - ■ Use Unity UI Text or icon-based representations for remaining lives.
     - ■ Update this dynamically when the player loses a life or continues or respawn from the first of that level.

3. **key:**

   - ○ **Description:** Tracks the player's in-game currency.
   - ○ **Implementation:**
     - ■ Display the currency using Unity UI Text elements or icon based.
     - ■ Update these values in real-time as the player collects or spends money.

4. **Power/energy:**

   - ○ **Description:** Represents resources for special abilities or energy levels required for movement/mechanics.
   - ○ **Implementation:**
     - ■ Use a separate Slider or radial bar for the power/fuel meter.
     - ■ Link the meter to gameplay actions (e.g., using abilities decreases power o).

5. **Abilities/Skills:**

   - ○ **Description:** Shows active abilities, their cooldowns, or skill levels.
   - ○ **Implementation:**
     - ■ Use Unity UI Image elements to display ability icons.
     - ■ Overlay a cooldown timer on the ability icon and update it in real-time.

Player Characters and Enemies

Inventory Screen(optional)

- **Image Placeholder:** [Inventory Screen Mockup].
- **How to Access Inventory:**
  - Press I to open the inventory.
  - Game pauses while inventory is open.
- **How to Select a Tool:**
  - Use arrow keys or mouse to navigate the inventory grid.
  - Press Enter or left-click to equip/use the selected tool.

Power-Ups / State Modifiers (optional)

Power-Ups List

1. **Health Booster**

   - **Description:** A glowing red orb with a medical cross icon.
   - **Effect:** Restores 50% of the player's health.
   - **Duration:** Instantaneous.
   - **Effect on Controls:** None.
   - **Image Placeholder:** [Health Booster Image].
2. **Speed Boost**

   - **Description:** A green lightning bolt icon.
   - **Effect:** Increases player movement speed by 50%.
   - **Duration:** 10 seconds.
   - **Effect on Controls:** Faster response to directional input.
   - **Image Placeholder:** [Speed Boost Image].
3. **Damage Multiplier**

   - **Description:** A glowing yellow fist icon.
   - **Effect:** Doubles attack damage.
   - **Duration:** 15 seconds.
   - **Effect on Controls:** None.
   - **Image Placeholder:** [Damage Multiplier Image].

Rewards and Economy

Monetary System

- **Currency Name:** "key."
- **Purchasable Items:**
  - **Health Potion:** Restores 50% health (Cost: 50 coins).

- ○ **Damage Upgrade:** Increases weapon damage (Cost: 200 coins).
- ○ **New Weapon:** Unlocks a high-damage ranged weapon (Cost: 500 coins).

Major Characters in Story

1. **Hero (Main Character)**

   - ○ **Description:** The protagonist on a mission to save their homeland.
   - ○ **Relationship:** Central to gameplay and narrative.
   - ○ **Appearance:** In all levels and cutscenes.
   - ○ **Visual Placeholder:** [Hero Concept Art].
2. **Villain (Final Boss)**

   - ○ **Description:** A tyrannical overlord threatening the land.
   - ○ **Relationship:** Antagonist and primary challenge for the hero.
   - ○ **Appearance:** Final level and various cutscenes.
   - ○ **Visual Placeholder:** [Villain Concept Art].

   3. Medium Enemy: Hover Bot

   4.**Easy Enemy: Scout Droid**

Game Progression Outline

Level	Gameplay Highlights	Story Beat	Rewards
Level 1: The Forsaken Halls	Basic combat, resource collection, platforming challenges (pushing boxes, avoiding spikes).	Introduction (Cutscene): The hero enters the mysterious halls.	Health potion unlocked.

Level 2: The Whispering Catacombs	Maze navigation, stealth mechanics, medium-level enemies, dark paths requiring light resources.	Ally introduction (In-game): The hero meets a helpful guide.	First skill upgrade earned.
Level 3: The Frostbound Caverns	Environmental hazards (icy floors, falling icicles), resource collection, adaptability challenges.	Hero setback (Cutscene): The hero encounters a major obstacle or defeat.	Ranged weapon unlocked.
Level 4: The Infernal Depths	[Combat](#)with medium-level enemies, dynamic obstacles (collapsing platforms, firing arrows).	Hero rallies (In-game): The hero gains new determination to continue.	Damage upgrade earned.
Level 5: The Obsidian Keep	Final boss fight, treacherous terrain (automatic fire, spike-filled ground).	Resolution (Cutscene): The hero defeats the main boss and claims the Ethereal Core.	Unlocks bonus mode/content.

Integration of Gameplay and Story

- **Story Beats as Cutscenes or In-Game:**
  - **Cutscene:** Hero arrives in the final dungeon (Level 5 intro).
  - **In-Game:** Player explores ruins while encountering environmental storytelling.

Progression and Rewards

- **Skills Earned:**
  - Level 2: Double jump.
  - Level 4: Dash attack.

- **Collectibles:**
  - Hidden [health](#)collectibles, coin and energy spells.

Gameplay Classifications

Descriptions of Gameplay Types

1. **Battle Arena**

   - **Description:** The player fights waves of enemies in a confined space. [Combat](#) includes [melee](#) and ranged attacks(level 4).
   - **Examples:** Boss fights or ambush-style [enemy](#) encounters.
2. **Exploration**

   - **Description:** The player navigates through large areas, solving puzzles and uncovering hidden paths or items.(level 2 and level 3)
   - **Examples:** Exploring hazards and maze-like structure.
3. **Platforming**

   - **Description:** The player must jump, climb, and traverse obstacles to progress through the level.(in every level)
   - **Examples:** Scaling walls, crossing collapsing bridges, or leaping over gaps.

World Overview

- **World Overview:**

  - The game world consists of five levels, each set in unique environments (e.g., forest, ruins, lava cavern, icy peaks, and final dungeon).

Universal Game Mechanics

List of Mechanics Found Throughout the Game

1. [**Health**](#) **Pickup**

   - **Description:** Restores a portion of the player's health.
   - **Metrics:** Heals 25 HP.
2. **Energy Collection**

   - **Description:** Collect energy for fighting
   - **Metrics:** energy adds 10 points.

3. **Enemy Tracking/ Enemy AI**

   ○ **Description:** Enemies follow the player based on their position.
   ○ **Metrics:** Enemies track within a radius of 20 meters.

Checkpoints

- **Description:** Save the player's progress and allow respawning after death.
- **Mechanics:**
  ○ Activated when the player touches them.
  ○ Visual: Glowing pedestal or symbol.
  ○ Metrics: Saves inventory, enemy state, and player position.

Game Levels

Level 1: The Forsaken Halls

- **Description:**
  A crumbling, decrepit area with broken architecture, filled with basic enemies and simple environmental puzzles.
- **Purpose:**
  Introduces core mechanics like basic combat, exploration, and resource collection.
- **Player's Objective:**
  ○ Navigate the halls.
  ○ Defeat easy-level enemies.
- **Reward:**
  ○ a health potion, double jump ability, and access to the next level.
- **Major Gameplay:**
  ○ Exploration, resource collection, and combat.
- **Enemies Found:**
  ○ Easy**: Scout Droid**(basic melee attacks).
- **Visual Style:**
  ○ **Time of Day:** Twilight.
  ○ **Color Guide:** Muted grays, faded browns, and dim yellow lighting.
  ○ **Music:** Slow, eerie orchestral tones with faint echoes.

Level 2: The Whispering Catacombs

- **Description:**
A maze-like structure with narrow corridors and hidden traps. Enemies begin to demonstrate more intelligent behavior by coordinating attacks. In this stage, the player must navigate through a complex maze-like path to reach the level's end. Taking a wrong turn may lead to encounters with medium-level enemies. The dark environment requires the player to utilize resources collected in the previous level to light the way forward.
- **Purpose:**
Builds tension with increased difficulty by challenging the player to combine navigation, resource management, and stealth mechanics.
- **Player's Objective:**
  - Navigate the maze.
  - Avoid or disable traps.
- **Reward:**
  - access to the next level.
- **Major Gameplay:**
  - exploration, and trap evasion.
- **Enemies Found:**
  - Medium:**Medium Enemy: Hover Bot.**
- **Visual Style:**
  - **Time of Day:** Eternal darkness with glowing magical glyphs.
  - **Color Guide:** Shades of dark purple and faintly glowing green.
  - **Music:** Whispery ambient sounds with occasional unsettling strings.

Level 3: The Frostbound Caverns

- **Description:**
 A frozen, desolate area with slippery floors and freezing storms as environmental hazards.
- **Purpose:**
 Tests the player's adaptability by combining combat and environmental challenges.
- **Player's Objective:**
  - Survive harsh weather.
  - Find and light the ancient torches to clear paths.
  - Defeat enemies while managing icy terrain.
- **Reward:**
  - a health potion, and a weapon upgrade.
- **Major Gameplay:**
  - Environmental challenges and combat, access to the next level.
- **Enemies Found:**
  - Environmental challenges.
- **Visual Style:**
  - **Time of Day:** Overcast with snowstorms.

- ○ **Color Guide:** Whites, pale blues, and silvers.
- ○ **Music:** Hauntingly melodic, with wind howling in the background.

Level 4: The Infernal Depths

- **Description:**
  A fiery, lava-filled region with relentless enemies and dynamic obstacles such as collapsing platforms and fire geysers.
- **Purpose:**
  Pushes the player's combat skills and resource management to the limit.
- **Player's Objective:**
  - ○ Navigate the fiery terrain.
  - ○ Avoid collapsing platforms and fire geysers.
  - ○ Defeat waves of enemies in battle arenas.
- **Reward:**
  - ○ health regeneration upgrade, access to the next level.
- **Major Gameplay:**
  - ○ Combat, resource management, and timed platforming.
- **Enemies Found:**
  - ○ Groups of medium level enemies.(**Medium Enemy: Hover Bot**)
- **Visual Style:**
  - ○ **Time of Day:** Eternal dusk with fiery skies.
  - ○ **Color Guide:** Reds, oranges, and blacks.
  - ○ **Music:** Intense, rhythmic drums with fiery sound effects.

Level 5: The Obsidian Keep

- **Description:**
  A dark, ominous fortress guarded by elite enemies and culminating in a boss battle for the Ethereal Core.
- **Purpose:**
  Serves as the ultimate test of all skills learned, with challenging combat and navigation.
- **Player's Objective:**
  - ○ Defeat the labyrinth's guardian in a multi-phase boss fight.
- **Reward:**
  - ○ Victory, bonus content unlocked, and multiple endings based on performance.
- **Major Gameplay:**
  - ○ Combat, exploration.
- **Enemies Found:**
  - ○ Final Boss: **Hard Enemy: Titan Mech.**
- **Visual Style:**

- ○ **Time of Day:** Night with lightning storms.
- ○ **Color Guide:** Dark purples, blacks, and glowing red.
- ○ **[Music](#):** Epic orchestral score with choir chants.

Training Level: [Hero's Initiation](#)

Goals

- Teach basic controls (movement, attack, jump).
- Familiarize the player with [combat](#) mechanics.
- Introduce environmental hazards.

Level-Specific Mechanics

Hazards

- **Spikes:**

  - ○ **Description:** Stationary traps that deal damage when touched.
  - ○ **Damage/Effect:** Reduces [health](#) by 25 points.
  - ○ **How it Affects Player:** Limits movement and forces careful navigation.
  - ○ **How to Avoid:** Time jumps to clear spikes or find alternate paths.
- **Collapsing Platforms:**

  - ○ **Description:** Platforms that fall after standing on them for a short time.
  - ○ **Damage/Effect:** Player falls into traps or hazards.
  - ○ **How to Avoid:** Move quickly across the platform.

  ### Icicles:

  - **Description:** Hanging ice formations that can fall onto the player when triggered.
  - **Damage/Effect:** Reduces health by 20 points upon impact.
  - **How it Affects Player:** Creates the risk of sudden damage in narrow paths and forces cautious movement.
  - **How to Avoid:** Observe and wait for unstable icicles to fall before proceeding or quickly move through areas with hanging icicles.

  ### Flaming Arrows:

  - **Description:** Randomly fired projectiles from traps or hidden mechanisms.
  - **Damage/Effect:** Reduces [health](#) by 15 points per hit.

- **How it Affects Player:** Adds unpredictability to navigation and combat situations, requiring constant alertness.
- **How to Avoid:** Keep moving to avoid standing in the line of fire and use cover when available.

Flaming Platforms:

- **Description:** Platforms that ignite with fire at regular intervals, posing a threat to anyone standing on them.
- **Damage/Effect:** Reduces health by 30 points if stepped on while ignited.
- **How it Affects Player:** Forces the player to time their movements and plan their jumps carefully.
- **How to Avoid:** Wait for the flames to subside, then quickly cross the platform before they reignite.

Collectibles/Object Sets

List of Items

1. **key**: Rare collectibles for doors.
2. **Hearts**: Restore player health.

Images and Levels Found

- **key**:
    - Random generated
- **Hearts**: Found as drops from defeated enemies or hidden chests in all levels.

Unlocks

- **Energy**: Unlock special abilities or equipment upgrades.
- **Hearts**: Immediate health restoration.

Cutscenes

List of Cutscenes

1. **Prologue**

    - **Outline**: Introduces the protagonist's backstory and the cursed dungeon.

○ **Level**: Before entering Level 1.

2. **Discovering the Stealth Ability**

   ○ **Outline**: The player encounters a spirit that grants a stealth ability to navigate the maze.
   ○ **Level**: End of Level 2.

3. **Torch of Light Ceremony**

   ○ **Outline**: Lighting the ancient torches reveals a path through the frozen caverns.
   ○ **Level**: Middle of Level 3.

4. **Boss Awakening**

   ○ **Outline**: The Dark Guardian emerges from the shadows, setting the stage for the final battle.
   ○ **Level**: Beginning of Level 5.

5. **Epilogue**

   ○ **Outline**: Concludes the story with the protagonist escaping the dungeon or being consumed by its curse (based on player choices).
   ○ **Level**: End of Level 5.

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All the links in this project :

Health/HUD :
https://docs.google.com/document/d/1uq7LryI1Z7myAg2of4TMK_yRjvmhEknRj7s7p5_Yvt4/edit?usp=sharing

Enemies:
https://docs.google.com/document/d/1o8-48AbCKHIsSFlqdkv-A3PSnObjK3UkOaimoB3i8zw/edit?usp=sharing

Player :
https://docs.google.com/document/d/1FpfXvJF2IgB9HFyVUor0clvx6bFZjOaDruX-04ozF_4/edit?usp=sharing

Camera :
https://docs.google.com/document/d/12TLxK2t3X03bDREAxSW6i6OMnJOPAdhXDnHI6f8L8nw/edit?usp=sharing

Death system :
https://docs.google.com/document/d/1aLwngtJ2THKVGv349oLeLhX8ofit8y0jg8_8YUqP03w/edit?usp=sharing

Weapon :

https://docs.google.com/document/d/1r2N2wLEkHio96r0s3C8-8A2YvB_4twW371cWYgDX-MQ/edit?usp=sharing

Portal mechanics and key :
https://docs.google.com/document/d/1JiLKopZdxMdToIVbINM83KY4qH8rc3tb7uEDOdGx3cA/edit?usp=sharing

Music :

https://docs.google.com/document/d/15WIhtmN7LqyF-ufFG6ksBAKOyEyBmqHyxwfreaep5IY/edit?usp=sharing

Screens :
https://docs.google.com/document/d/1eBzlM5bPVV75TWk-FRroydgYFvwN7cQQOY5jmoiIkIQ/edit?usp=sharing

Checkpoint System :
https://docs.google.com/document/d/1kHU4OCmzRl_m0C86Lk8rkR94fVvPYlO6VAAXdmjoCes/edit?usp=sharing

Game Final Project version one (The flat version which has all documents in one document) :

https://docs.google.com/document/d/1V-gCulN_OkdIncSA0bHgKbyvkZXzePMQp8JPcKGH-t4/edit?usp=sharing

Machination :

https://my.machinations.io/d/willy-wonka-factory-trip/247900c7a0b911efa81906fdf218a24f

The economic system in my game is simple. The player must collect keys that are randomly generated in the levels to unlock the closed doors in each stage. Each key allows the player to open only one door.

```
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   △*       ┊    ◯        ◇      ▽*
  ╱  ╲  50%     Key    Door Gate   Door
 ╱    ╲───▶   Storage ──1──▶◇──1──▶ Unlock
Key Generator

Key Generator    Key Storage    Door Gate    Door Unlock
```