Game project, Keimyung university

**The bloody quest of the dead salamander** (Game Title)

**PC** (Game Platform)  
**Target Age: 14-24** (Target Audience)  
**Rating: PG-13**

**Game Summary:** Alone or with companions, you want to help fighting back the invasions of monsters that are ravaging the lands of the king **Joffrey**. You have to go to the heart of the evil dungeon where all the monsters came from the **Salamander dungeon**. You will have to face many creatures and even other **greedy adventurers** who just want to have the fame and glory for their selves. You will realize soon enough that this dungeon is not a regular one: the deeper you go the darker it becomes.

**Game Outline:** The game takes place in a procedurally generated dungeon. When players spawn in the dungeon, they only have a simple dagger to fight with. Each floor of the dungeon is divided into smaller rooms and corridors. They will need to kill enemies to gain experience and level up. Each level improves your skills, stats and spells. The player will have the choice to mix some characteristics from different classes but they will not be able to get all of them. Choose wisely, the deeper you go the stronger the enemies are. You will sometimes fight against bosses you have to exterminate to go further and save the world.

**USP** (Unique Selling Points):

* **Fantasy adventure cooperation** game meet **Shoot’em up** and **Rogue Like**
* **Procedurally generated dungeon**
* **Multiple classes** with various gameplay
* Fight **hordes of enemies** to gain glory and fame

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