

COMP 3016 CW1 Proposal

<https://github.com/MichaelHooper36/COMP3016-CW1-Immersive-Game-Technologies->

My 2d game will be a spin on the classic game *rogue*, where the character will move around procedurally generated dungeon floors while dispatching enemies on their way to the top/bottom. However, to make the game more interesting in the modern day, I want to attempt to add a turn-based combat mechanic to the game if possible.

Aesthetic

The main aesthetics of the game, as defined by the MDA framework, will be its challenge and discovery. It will succeed if the players become emotionally invested in successfully making it to the end of the dungeon. For the game to be challenging enough for this to succeed, this requires the players to face a series of increasingly difficult adversaries to face. However the difficulty should not scale too seriously that it becomes impossible for the average player. To give the player a sense of discovery, there must be a large number of diverging paths in each level with the chance of a reward at the end of each path. This will be an incentive to the player to explore and will give a sense of discovery without making the task of exploring each floor daunting.

Dynamics

When the player moves into a new room, there is a chance for the room to connect to other rooms, discovered or otherwise. In each of these rooms, the player will encounter one of three possible outcomes: a treasure chest that rewards the player for exploring, an enemy for the player to defeat before continuing, and there will be the entrance to the next floor in one room. The mix of challenge from the enemies and the reward from the chests will create a nice balance that will not create much of a disparity between the players that explore and those that do not, other than the time taken to beat the game and the difficulty of the later stages.

Mechanics

There are two main mechanics of this game, moving through dungeon floors and turn-based combat. Each floor of the dungeon will be composed of several rooms, each containing three types of room: rooms with one door that serve as a dead end, rooms with two doors that represent hallways, and rooms with 3 door that will be the rooms most likely to contain enemies. To reduce the number of possible rooms available at any one time, the amount of three-door rooms will be restricted to a certain amount per floor, to avoid overloading the player with choice.

When the player walks into an enemy, they will initiate the game's combat. This will be a simplistic version of turn-based combat where the player has four separate options on each of the character's turns. Attack is when the character makes a basic sword attack against the enemy. Guard reduces the damage the character takes until their next turn. Item allows the player to use any offensive or defensive consumables that the player has picked up from treasure chests throughout the game. And Run gives the player the option to flee from battle with an enemy with a chance of success that depends on the enemy and the time elapsed during battle.