Crypts and Daggers Pitch Paper

Crypts & Daggers is an orthographic top-down 2D puzzle/adventure game. You play as a graverobber who has been trapped inside a mausoleum while you searched for loot. You must now continue to do what you do best, loot the whole dungeon, and hope you find what you need to survive the haunted halls. Weapons and magic will be necessary for you to make it out alive, and that’s assuming there even is a way out way down there…

As a mobile game for iOS, the player will be presented with landscape-only gameplay with a clean and satisfying modern UI. The design is intended to maximize screen real estate that is dedicated to the play space and dungeon environments, while giving very readable and valuable information to the player through a series of 2 drop-down menus. One holds the players’ inventory, equipped gear and weapon, as well as their armor bonuses and base stats (level and xp bar), while the other holds the “world map” an overview of the floor the player is currently on, but only showing rooms they have already entered, simulating the player charting the territory as they explore (to assist in later levels where the layout may become more maze-like).

We will be starting with simple puzzles like pressure plates and lever systems for doors, as well as the introducing the main level-loop of finding 4 blue gems and placing them in the holes in the final room to progress to the next floor. Our primary focus will be to have at least 1 level with the layout described in the GDD, this includes at least 1 opportunity for combat and some puzzles. The player should be able to view both menus, equip loot freely and see the benefits to their stats, and get xp from killing and exploring. “DM Text” will help the player understand their objectives as they use their interact key around the rooms, and players can use interact to engage in combat (if we haven’t implemented an aggro system).