Crypts & Daggers

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7. Overview

Crypts & Daggers (C&D) is a Top-Down orthographic dungeon crawler for iOS mobile devices. Targeted at young teens, the format for the game will be fairly simple. The player is an adventurer who has found himself in a dungeon and he must find his way to the next level and eventually make his way out.

1.1 Target Audience

* The anticipated player base for C&D is youth from ages 9-17
* iOS mobile devices are fairly commonly used

1.2 Genre

C&D is a dungeon crawler. Players’ logical reasoning skills are challenged at a progressively more intense rate with each level. C&D nicely fits into the adventure category of the app shop.

1.3 Visual Style

1.4 Platform

C&D will be available on iOS, specific Operating Systems that support the game are still TBD.

1.5 Player End-Goals

1. Gameplay

C&D is a bread and butter dungeon crawler with a real-time combat system. Players will be encouraged to practice problem solving and critical thinking.

* 1. Difficulty

The difficulty of each level is static, each floor will be more challenging than the last.

* 1. Game Mechanics

1. Game flow and Progression

C&D is linear, however; the player has a collection of different stats they can customize as they progress.

* 1. Achievements

There are currently no achievements.

1. Story

The player is an adventurer who has found themselves at the bottom of a dungeon for reasons unknown. The player’s goal is to escape.

1. Technical

C&D is orthographic top-down, this means that there is no need for complicated physics systems as there will be no vertical mobility.

1. Timeline
   1. Design/Planning – (1 week)
   2. Pre-Production – (1 week)
   3. Production – (4 weeks)
   4. Post-Production – (indefinite)