General information

Team name: MANGO

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Your "constraints"

Card(s): we'll use both dragon and the mysterious letter

Game Genre(s): RPG roguelike or DRPG, strategy turn based

"Time": present, recognized by maps setting and equipment

Player mindset: midcore

Bartle's type: explorer

Mode: multiplayer

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Game Design – part 1: concept

Concept: Dragons Faith

Log line: *Let your faith guide you through dangerous dungeons and assure its supremacy*

Introduction

After archaeologists explored ancient ruins, they unknowingly awoke Dragons from their deep slumber, and soon people began to worship them as new gods. But not every one of them wants to collaborate with humankind: embrace a faith, team-up with another traveler, explore dungeons and become stronger in order to overcome this threat against humanity.

Description (of the game)

Dragon Faith is an RPG rogue-like with turn-based combat and real-time exploration, in which, with the help of another traveler, you'll explore several dungeons in order to upgrade your character and at the same time unlock the final boss. You will have to choose which Dragon Cult you want to join: each offers bonus and different abilities, helping you find the style that suits your character the most. Dragons embody different elements, allowing you to unleash deadly combos with your teammate.

The flow of gameplay is:

Once the game starts, you choose a Dragon Cult and you'll spawn in the central hub, together with another player. There you'll find a locked door with several sigils: the means to unlock it lies within the dungeons, but several enemies will too. Carefully exploring dungeons not only will reward you with equipment to become stronger, but also with fragments of letters which, if you collect them all, will earn you an unique prize.

Exploration is in real-time, with top-down visuals, while engaging an enemy will take characters on the combat grid, where the turn combat will start. At the end of every Dungeon a boss awaits you, protecting the Sigil: once you defeat him and unlock it, you'll be able to return to the Hub and take a breath, before proceeding to the next dungeon. Once you remove all Sigils, it's your choice to challenge the final boss or explore some more, further upgrading your characters.

Key features

- RPG dungeon crawler with turn based combat and real time exploration
- Dungeons are randomly created
- 2 player co-op
- Skill trees based on Dragon faith
- Global scoreboard keeps track of how many times each Faith defeats the final boss
- Trading with the partner, to share equipment found
- Exploration rewarded with unique prizes
- Final boss locked until special conditions are met

Platform(s)

PC - because it is cheaper and easier to testing and deploy

Concept Art
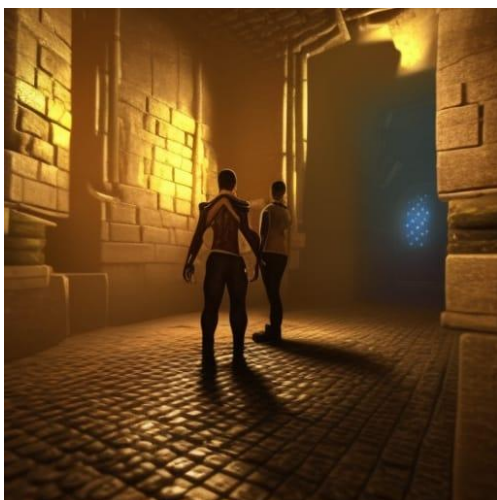
Game Design – part 2: formal and dramatic elements

Disclaimer: This is an exercise, not something that you would add to an actual game concept!

Formal elements

1. **Players**

   Invitation to play: face challenges with your friends(?)

   Number: exactly two players

   Roles: explorer and role-playing

   Interaction patterns: cooperative play: players will collaborate for exploration (locked path) and combat, they can share equipment

2. **Objectives**

   Explore random dungeons:

   - Become more powerful by finding better equipment and items
   - Find the necessary keys to unlock the final boss door

   If you have all the keys:

   - Unlock the final boss door and, eventually, fight him

3. **Procedures**

   Starting action: Start the game, choose the faith and join a friend

   Progression of action: enter and explore, traverse, the dungeons together, fight enemies, unlock the final boss fight

   Special action: complete co-op challenges (opening doors etc…), collect all the letters in order to unlock more equipment

   Resolving action: the final boss is defeated.

4. **Rules**

   Players can customize their character's stats using gear and they can exchange this gear between each other. During the exploration players will be able to move in every direction without restriction, while in combat, movement is restricted to grid cells.

Gear can be found in chests around the dungeons and can be stored in an inventory. Gear will have modifiers that will improve the player's stats in a particular way.

The main hub is a map where the 2 co-op players will be able to enter new dungeons, store equipment and, when the door is unlocked, enter the final boss fight.

Dungeons are composed of multiple floors. Each floor is delimited by a perimeter where the player can't go and it contains rooms and corridors where the players can explore freely. These also contain enemies that the players will have to fight in order to progress the exploration. If both players die they have to start over again.

Enemies will fight the players when they get too close. They also have restricted movement to a grid. The same goes for the *Final Boss*.

Final boss room: where the final boss fight takes place.

5. Resources

Health, displayed as numeric value.

Potions, to restore Health or remove negative status.

Fragments of Letter, to obtain unique rewards.

Weapons and armors, the equipment of players.

Skill Points, used to unlock new Dragon Cult abilities.

6. Conflict

Common enemies.

Special Enemies, who hold fragments of letters.

End-Dungeon bosses.

Final Boss.

Completion score of different Dragon Cults (indirect conflict between players).

7. Boundaries

Dungeons are composed of multiple floors. Each floor is delimited by a perimeter wall that the players can't go through. Each floor contains rooms and corridors delimited by walls that the player can't go through.

You can exit from the dungeon only if you beat the miniboss of the dungeon.

You can't change rooms if your companion is dead.

You can access the hub only before and after the dungeon.

You can access the boss room only after collecting all the keys.

8. **Outcomes**

Players are rewarded with a new piece of gear when opening a chest.

If a Dungeon is completed, a Sigil on the door in the hub is removed and a Skill point is earned by both players.

If both players die, it is game over and they will have to start again from the Dragon Cult decision.

If the final boss is killed, the score board will be updated according to which Dragon Cults the players have chosen.

Dramatic Elements

1. **Challenge**

Each time players enter the dungeon enemies will be harder to defeat and the equipment will improve. You can gain access to new skills only by defeating minibosses but you can use it only a limited amount. Players have to keep concentration or they may start over again, but after the minibosses they can chill in the hub. Talk to your friend and coordinate your attacks.

2. **Play**

Freedom of movement within a rigid structure, personal expression

Nature of play: chance-based

Type of player: explorer, collector

Level of engagement: you can choose if you want to beat the boss as fast as possible or collect all the items, equipment and skills.

3. **Premise**

Dragons awakened after some archeological excavations and it resulted in the spread of new cults, each with a different Dragon as divinity. But some Dragons aren't willing to cooperate with humans and are instead trying to destroy them: this is why many Cults are joining forces, sending their acolytes in search of these Dragons in order to slay them.

4. **Character(s)**

Players can not customize their character but they can apply different equipment and learn dragons skills. Players directly control their characters.

5. Story

After archaeologists explored ancient ruins, they unknowingly awoke Dragons from their deep slumber, and soon people began to worship them as new gods. But not every one of them wants to collaborate with humankind.

One of these dragons wants to destroy the world, and the player characters are the only ones courageous enough to fight it. They will embark on an adventure through multiple dungeons in the dragon's lands to find new equipment and become powerful enough to defeat it.