Danger of Downpour

Gameplay Doc

Doc for the general gameplay loop of DoD.

Hub 🡪 Area Select 🡪 Level 🡪 Boss 🡪 Level … 🡪 Death/Last Boss

Hub: Player select a character to use, possible upgrades/sidegrades.

Level Select: Select an area to play through

Level: Player plays through the levels in order for that area

Boss: Obvious transition into a boss area

Last Boss: Area summation.

Death: Player dies, loses items, brings back some form of upgrade currency