

# Doomed In Dungeon

Game Design Document

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# High level concept

- **Working title**

Doomed In Dungeon

- **Concept statement**

Doomed Dungeon, a bullet hell dungeon crawler following a bunch of zombies to kill and get through them. Main character called Mandík has set his goal to reach the final boss and his nemesis Houbeles, and defeat him once and for all.

- **Genre**

- Rougelike
- Shoot em' up

- **Target audience**

Average bored pleb

- **Unique selling points**

- Pixelart style
- Ordinary gameplay

# Product Design

- **Player experience & Game POV**

Player will control the main game character, Mandík, from a bird's-eye view (2.5D). The game's environment will be set in Houbele's lair, filled with zombies and enemies to fight through.

- **Visuals and Audio**

- Pixelart
- Light sound effects
- Soundtrack

- **Platforms, Technology**

The game will be developed in 2.5D using Unity. Additional software will be utilized to create textures, design levels and characters.

Target platform is PC (Windows).

# Game System Design

- **Core loops**

Game will consist of 6 levels, each filled with a certain number of enemies. In the final (6th) chapter, the player must defeat the final-boss, Houbeles, to win the game.

- **Objectives & Progression**

Main objective is to beat the final boss.

- **Game systems**

- Menu – Play, Exit, Basic settings
- Trader – buying heals
- Pickupable items
- AI – Enemies have to target player with their weapons