

Game Research Document

An Analysis of Popular Games in the Rogue-Like/Dungeon Crawler Genre

In order to effectively create a game, I must break down other games in the genre to see exactly what the players find appealing, where the selling points lie, and what's missing. From this, I should be able to get some understanding of what I can do to place myself in a competitive market, in a position that sets me apart from the rest.

Cult of the Lamb

Similar Features:

- Almost top down/2.5D graphics
- Simple attack gameplay
- Random generated dungeons
- Boss fights
- Generated rooms, with unique features

Distinguishing Features:

- Cartoony, Captivating Graphics
- Integrates colonySim genre gameplay elements
- Cult-Religion themes
- Cartoon violence and light gore
- Very detailed, well-liked soundtrack that lines up with key actions made in game

Key Notes:

- Blends in elements of another genre, in order to cut the repetition of runs and death.
- Complex dungeon generation, rooms vary sizes and shapes, with connecting safe zones.
- Captivating artstyle and interactivity really makes the game shine.

Hades

Similar Features:

- Randomly generated map
- Boss fights
- Large variety of enemies
- Leveled progression, multiple floors of dungeon
- Character ability building in the form of boons

Distinguishing Features:

- Traps/other forms of damage outside of combat
- Greek mythology theme
- Incredibly detailed comic-esc artstyle
- Full voice acting for distinct characters
- Permanent upgrades that persist between runs
- Story forward
- Huge variety of types of weaponry and damage forms
- Isometric instead of grid 2/2.5D
- Incredibly large, complex dungeon room generation

Key Notes:

- Much higher graphical quality than I can achieve in the time I have, far out of scope.
- Much more complex generation than I can achieve in the time I have, far out of scope.
- Boom system similar to the item system I have planned.

Enter the Gungeon

Similar Features:

Has a wide variety of weaponry, also works in place of items, generally
2D Pixel art graphics style
Has a variety of unique, but similarly themed enemies
Random generated dungeons, descending floor system

Distinguishing Features:

Weapons take on the role of essentially all itemisation
Several starting characters to choose from
Uniquely sized rooms, with connecting safe zones
Expansive shop system
Additional resources to provide safety, and dodge system
Story driven
Falls under a sub-genre of roguelikes, called bullet hells, designed to provide a seemingly overloading experience of learnable patterns.

Key Notes:

Rather similar to what I have planned, but with a much more granular scope, incredibly refined compared to my intended final product.
Truly unique enemy abilities makes for an incredibly unique run each time.
Shop system would be interesting to introduce, and doesn't seem complex to do so, may add that to scope if i finish intended systems early

Binding of Isaac

Similar Features:

Simple item system, with active, passive and culminating items
Boss fights
Templated rooms, and enemies
Procedurally generated box rooms, forming a level of a dungeon
Player descends to progress toward the final boss

Distinguishing Features:

Entirely unique enemies, often with effects the player can obtain through items
Unique bosses
Story driven
Roughly set final bosses

Key Notes:

The major inspiration for my own game, this contains very similar aspects to my intended scope
I hope to improve the cohesion of items to the theme of the game, over what was done in The Binding of Isaac