

1. Game Title

- **Cursed Dungeon**

2. Game Overview

- **Genre:** Arcade, Retro
- **Platform(s):** Web
- **Target Audience:** Casual Players of any age
- **Game Summary:** The game is about the player diving as deep as they can into a dungeon with them having to do a timing puzzle every room regarding a stone mask.

3. Gameplay Mechanics

- **Core Gameplay Loop:** A timing challenge occurs and once completed successfully a short cutscene plays and the player progresses to the next room. If the player fails a single puzzle they lose. The challenge involves a mask with a spinning eyeball and the player must stop the eyeball while it is looking at a lock entity in order to beat the challenge (the lock gets destroyed and the player can progress to next room). There will be other entities in the game to distract the player from the lock.
- **Controls:** Space bar stops the eyeball from spinning.
- **Objectives/Goals:** The goal is to progress as far as possible until the player fails a challenge. Each level gets harder and harder.
- **Level Design:** Linear room progression.

4. Story and Setting

- **Plot/Storyline:** Game takes place inside of an old dungeon and the player is trying to escape. The dungeon is endless though and it's a game about progressing as far as possible. The dungeon is cursed.

5. Art and Visual Style

- **Art Style:** 2D Pixel Art will be made for the game. It will be a retro style reminiscent of older arcade-style visual novels.
- **Visual Theme/Color Palette:** Grim... tbd
- **Character and Environment Design:** The game will pretty much entirely be in first person so the character will not be visible. The dungeon will look like a traditional fantasy dungeon and every room will have a wooden door in the center of the wall.

6. Sound and Music

- **Sound Effects:** Retro/arcade style sound effects that play anytime an action is done or when some kind of event happens (game starts, player loses, etc).
- **Music Style:** Old 8-bit style music. Music for menu screen, active game, cutscene music.

7. Technical Information

- **Game Engine:** Unity Engine
- **Programming Languages:** C#
- **Tools/Software:** PixilArt, Krita, FamiStudio, Resprite, GitHub, Visual Studio.

8. Development Timeline

- Project Timeline

| Milestone | Description | Due |
|-----------|--|---------|
| #1 | <ul style="list-style-type: none"> - <i>Functional Prototype Finished</i> <ul style="list-style-type: none"> - <i>Functional</i> <ul style="list-style-type: none"> - <i>Game uses Github for Version Control</i> - <i>Gameplay</i> <ul style="list-style-type: none"> - <i>Eyeball spins around and when the player presses space the eyeball stops.</i> - <i>There is a lock and if the player stops on that lock they win the challenge.</i> - <i>There is a timer and if the timer hits 0 then the player fails the challenge.</i> - <i>When a player wins the challenge they progress to the next challenge and a cutscene period plays between that (nothing will show for prototype)</i> - <i>The game has a menu the player starts at and if the player dies they go back to the menu.</i> - <i>GameOver screen</i> - <i>SFX</i> <ul style="list-style-type: none"> - <i>Finished background sprite (and animations), mask sprite, eyeball sprite.</i> - <i>Game active music, menu music.</i> - <i>Identify sound effects to use.</i> | 1/20/25 |
| #2 | <ul style="list-style-type: none"> - <i>Beta Game Finished</i> <ul style="list-style-type: none"> - <i>Gameplay:</i> <ul style="list-style-type: none"> - <i>Implement at least 75% of music, sound effects, and sprites.</i> - <i>Add distractions into the game that just distract the player throwing them off the lock's trail. Distractions stop moving</i> | 1/27/25 |

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| | <ul style="list-style-type: none"> when the eyeball does. Distractions may be large bugs. - Lock moves to make the game harder, the lock stops moving when the eyeball stops. - The game difficulty increases as levels progress <ul style="list-style-type: none"> - Eye spins faster and less predictably. The eyeball can have at least 2 different spinning AI's that affect how it spins. - More distractions as level increases - Lock moves faster and less predictably - The game saves the player's highest score and displays it on the menu screen. - Implementation of cutscene logic and appearance. - VFX for broken lock and animation that plays when lock is stopped on. - Game music volume adjuster. The state of the music's volume should save between instances of the game. - Level shown between challenges - SFX <ul style="list-style-type: none"> - Succeeded music clip, failed music clip - Distraction sprites. | |
| #3 | <ul style="list-style-type: none"> - Final Release <ul style="list-style-type: none"> - Gameplay: <ul style="list-style-type: none"> - Code optimization and polishing - Catch-up Work - Fully implement all sound effects, sprites, and music. - Other: <ul style="list-style-type: none"> - Release game - Design game Itch Page | 2/1/2025 |
| #4 | Post release: Polishing | ... |
| #5 | N/A | ... |
| Backlog | <ul style="list-style-type: none"> - Backlog <ul style="list-style-type: none"> - Dark room event (player can only see what eye does) - Distractions destroyed if in view and eye is stopped (VFX, sound effects, logic) - Attached lock event, sometimes a lock will be very small and attached | ... |

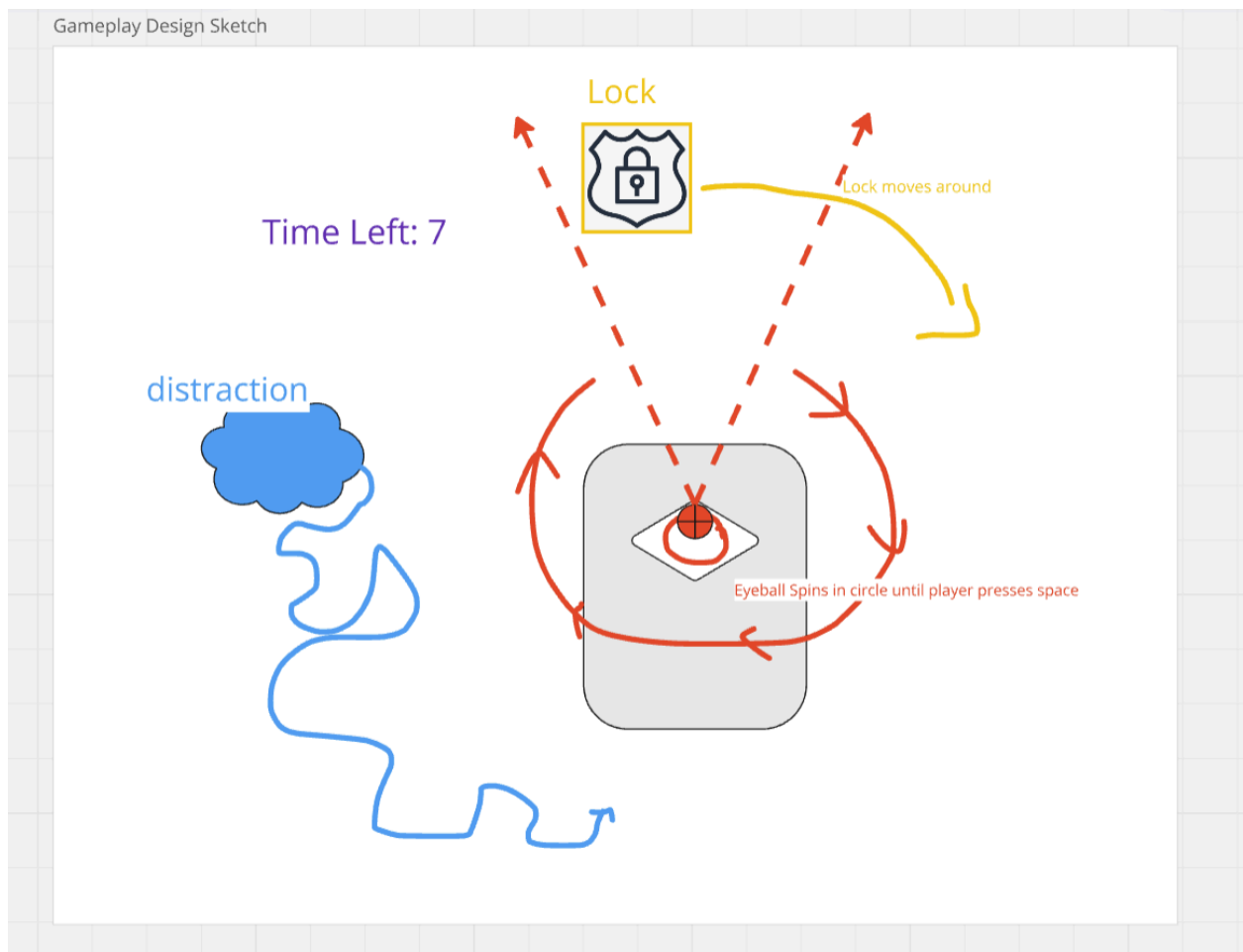
to one of the distractions in the game.

- Distractions have randomized AI (different walking patterns)
- Game works for both web and executable file (will have to adjust saving logic)

9. Additional Notes

- **Challenges and Risks:** The game must be released by February 2nd in time for the Itch Boss Rush Game Jam. Also the game must be optimized to work on a variety of different computer screen sizes, bare minimum 16:9 and 16:10.

10. Diagrams



Game Flow Diagram

