

Previous Dungeon Objective 1 Documentation

The 1st Dungeon Objective is a test of the player's platforming skills, which is ultimately a platforming challenge where the player gets from Point A to Point B. For whatever reason the player must take a risky linear route, going over a chasm by hopping from one floating platform to another floating platform. Point A (where the player enters) is lower than Point B (the other side of the chasm), so the overall slope is slightly angled upwards. The platforms themselves are at first large in size and easy to jump to; however, as the player gets closer to the other side the platforms are now each moving in a 2D way (i.e. either up & down or left & right), the platforms get smaller and smaller in size, and the platforms are further apart (making timing of jumps that much more important).

Route Design

Direction

The player moves forward, ultimately going from Point A to Point B. The platforms are floating, and the player goes forward to the end of the room. There is no going backwards, as a platform will disappear as soon as a player leaps off of it.

Slope

Since Point A is lower than Point B, the slope will be slightly angled upwards. The player moves forward while going at an upwards trajectory. This shouldn't be too steep.

Enemies (or Enemy)

There should be one Minotaur or one Satyr on Point B, as that will make the ending even slightly more difficult and overall satisfying (which would be good). *If this happens that one Minotaur/Satyr could end up being the project meme.*

Platform Design

Shape

The shapes used at the beginning are flat squares, yet as the player is almost at Point B, the shapes become different/obscure. If possible implementing unique and distorted shapes would be effective; if not possible then adding in basic circles/polygons would work.

Size

For about the first half of the Dungeon Objective the platforms are the same size and are small (player can't walk very freely on them) yet are easy to land on and jump off of. At about the halfway point they start to get smaller in size.

Characteristics

The platforms are solid, yet once the player leaps off of a platform it shall disappear. Also the final platform has a unique trait; when the player lands on it, it will shoot down very fast, then slowly go back up again. This is a jolt to the player and ***is cause for a memorable experience.***

Movement

The first 1/3 of the Dungeon Objective only has stationary platforms (i.e. they don't move). At about the 1/3 distance marker some platforms now move left and right for the rest of the Dungeon Objective. At about the 2/3 distance marker some platforms now move up and down.

Number

For now I'm thinking of about 30-50+ platforms. However, due to playtesting scope this number can get reduced, would aim to have a 20 platform minimum (10's a bit low to convey differences in Dungeon Objective layout, 20 think would be good enough to have a noticeable difficulty shift as the player progresses through the Dungeon Objective).

Dungeon Objective Design

What Points A and B Are

Point A is the entrance floor where the player starts. The player comes from a Greek-looking door, and cannot return back to the 1st Dungeon. Point B is a floor on the other side of the chasm that is somewhat higher up than Point A. On Point A there is a lever that can only be activated with the Zeus puzzle pieces gained from the dungeon; the player must activate it to make the platforms appear. On Point B there is a lever that also can only be activated through using the Zeus puzzle pieces gained from the dungeon; this opens a wide Greek-looking door at the end of it, which when the player walks through either pops up a load screen or shows the 2nd Dungeon.

How the Player Should Feel

The player should feel like a boss. Also no matter how much power the player gained throughout the 1st Dungeon this platforming challenge should still feel challenging to the player. The player should feel like accomplishing this challenge is a run for his/her money. At the end of it the player should still feel a bit cocky and confident. To encourage this ambience the music should combine elements of the song examples from the [Revamped 1st Dungeon Objective Design](#) document.

Design Features Description

The player first activates the lever at Point A using the Zeus puzzle pieces collected from the 1st Dungeon, which makes the platforms in the chasm appear. The player must move forward hopping from one floating platform to another, platforms which are set at an angle since Point B—where the player needs to get to—is slightly higher up than Point A. At about the 1/3 distance marker some platforms now move left and right for the rest of the Dungeon Objective. At about the halfway point the platforms start to get smaller and are more irregular shapes than simple squares. At about the 2/3 distance marker some platforms now also move up and down. The final platform is front and center and is super close to Point B, a futuristic-looking floor. When the player lands on the final platform it falls downwards rapidly, going even lower than Point A's elevation for a scare to the player; after that it will slowly rise back to where it was, and if the player is still on it then the player can safely hop onto Point B. Using pieces obtained from the 1st Dungeon the player activates the lever /node in the middle of Point B, and a big Greek-looking door opens. The player goes through it, and either a load screen pops up or the 2nd Dungeon can be seen.