

Dungeon Objective Cheat Sheet

Due to Scope Changes there is now only 1 Dungeon Objective Design. Go to the "Ultimate Dungeon Objective Design" document in Confluence to see the design plan for the Ultimate Dungeon Objective. If further scope is needed due to time constraints, the design is crafted in such a way so that even if only part of it is implemented the game will still feel final.

1st Dungeon Objective:

Ultimately the player gets from point A to point B in a linear fashion (mainly forward, somewhat angling upwards). ~~**This is primarily a platforming challenge tailored to test the player's platforming skills.**~~ Basically the player must jump from platform to platform across a large chasm; if the player falls, they are returned to the beginning of the platforming trial instead of full on dying with a reduction in health. The platforms are set in a challenging yet do-able arrangement. Some of the platforms move either up, down, left, or right.

2nd Dungeon Objective:

Ultimately the player enters through a Greek-looking door, is locked in a classic Greek-style Arena, and must kill anywhere from 20-100 enemies. ~~**This is primarily a combat challenge tailored to test the player's combat skills.**~~ There are a couple of platforms set in place in a strategic fashion so the player can take cover. There is no other way out than in killing the enemies, the player is locked in the arena and cannot go out through the door again until the enemies are defeated. All 3 enemy types (mostly Minotaur and Satyr types) will be involved so player must use multiple combat strategies to kill them all.

Final Dungeon Objective:

Ultimately the player scales a tower by jumping on platforms surrounding the exterior of the tower, enters the top room, activates a node, and must ~~survive~~ for 5 minutes. ~~**This is primarily a challenge tailored to test the player's combat and platforming skills.**~~ In the tower room there are 5-7 enemy spawn points; there will be 2-3 active at one time, and the spawn points will activate/deactivate every minute or so. The tower room is big enough to have various platforms that can help the player in dodging, training, and kiting enemies. It will be built in such a way so player must switch evasion routes over time through the randomized enemy spawn points.