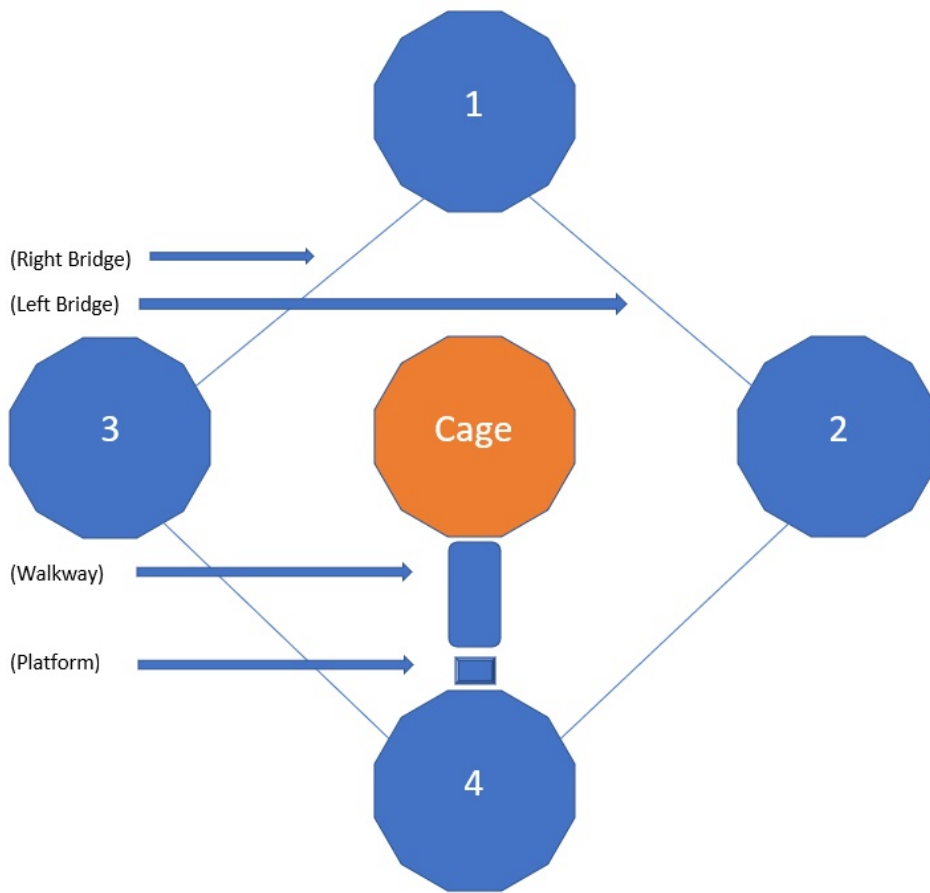


# Ultimate Dungeon Objective Design



(Figure 1: Ultimate Dungeon Objective Diagram)

## Summary

- This is the ultimate design for the game's Dungeon Objective.

## Setting:

The player climbs up to the tower-top of Tower 1. Once at the top, the player's objective can be categorized into 3 main Actionable Goals.

### 1st Actionable Goal:

Each tower has a pylon that needs to be activated by the press of a button. The player must activate the 4 pylons before the Typhon essence breaks out of its entrapment. On top of this challenge, there are enemies on the tower-tops, on the bridges, and possibly in the air (if Phoenixes are implemented). To activate the pylons, the player must go to all 4 tower-tops. There are also slightly different enemy challenges between all 4 tower-tops.

### 2nd Actionable Goal:

Once the 4 pylons are activated a platform (aesthetically an elevator) by Tower 4 is activated and moves up and down. The player then uses it, and it takes the player down to a short walkway that is connected to the cage (the walkway is positioned at about half the cage's height lined up with the cage's center). The player walks on the walkway to the exterior wall of the cage where there's a control panel (like a lever/pylon, just change its aesthetics a bit). The player approaches it and then performs an action.

### Final Actionable Goal:

Once the player approaches the control panel there is a text dialogue that notifies the player to activate the control panel. While the player is prompted to activate the control panel, the player does have another hidden option, which is to destroy the control panel through a charged shot. This hidden Easter Egg adds depth to the game as well as extra content in the form of a second hidden ending. When either action—of activating or destroying the panel—is implemented, the game goes to a 1-page cutscene with a visual art graphic as well as 1-3 paragraphs of body text explaining the narrative and the results. Since there are two endings, there are two possible cutscenes to trigger. After that the Credits screen rolls.

## **Objective**

- The objective is broken up into 3 parts: Activation of the Pylons; Approach to Cage; Action to the Control Panel. This looks at each of the **Actionable Goals** mentioned above in the **Summary** section in more detail.

## **Activating the 4 Pylons:**

Overall the player must activate the 4 pylons. If it's implementable there is also a time limit. Each pylon is guarded by some enemies in a tower-top; additionally there are some enemies on the bridges between the towers or in the air between the towers. There are probably 2-3 Minotaur enemies and 1-2 Satyr enemies at each tower-top; there are probably 2-3 Phoenixes on the right and on the left in the air above the bridges (so 4-6 total Phoenixes). Overall, each tower-top presents the player a unique enemy challenge by having a different ratio of enemy types, with there being approximately 5-10 enemies guarding each pylon.

## **Approaching the Cage:**

Once 4 pylons are activated the player must work towards the Tower 4 tower-top. Once there, there is an elevator (platform) that the player is to hop onto; the platform takes the player down to a walkway connected to the Cage. The player hops off the platform and onto the walkway, walking towards the Cage. Once almost touching the Cage's wall there is a control panel (like a lever with different aesthetics) right in front of the player. Then a simple text box appears (like how the text appears in Legend of Zelda BoTW when Link encounters dialogue in a shrine), telling the player to activate the control panel to make sure Typhon is trapped by tightening the Cage security. After this the player either activates it or completes the hidden Easter Egg by destroying the control panel with a charged shot.

## **Action and Game Results:**

As already noted there are two possible endings to this game. If the player activates the control panel, the game shifts to a 1-page cutscene with a visual art graphic depicting (either this or a similar/fitting narrative) how Hermes locked up the Typhon essence for good by tightening the Cage's security when the titan had almost freed himself from weakening the locks over time with his raw power. To supplement this there is a 1-3 paragraph body of text explaining how this re-tightened the Cloud Factory's function of using Typhon's power to give rain to the people below.

However, if the player destroys the control panel with a charged shot, the game shifts to a different 1-page cutscene with a visual art graphic depicting (either this or a similar/fitting narrative) how Hermes chose to sacrifice himself and destroy the Cloud Factory, putting Typhon out of his great misery. For some reason the Cloud Factory disrupted weather patterns by existing, so now the earth can have rain again. To supplement this there is a 1-3 paragraph body of text explaining how this saved humanity, freed Typhon, revealed Zeus' true intentions, and what the Cloud Factory is.

## **Mechanics**

- The player and enemy mechanics have been taken into account so the Dungeon Objective tests the player's proficiency using default skills and—if acquired in-game—also non-default skills.

## **Player Default Mechanics:**

- **Melee and Shooting**
  - Melee: Enemy 1 Design Types (the fearsome Minotaur) will test the player's ability for melee reactions.
  - Shooting: Enemy 2 & 3 Design Types (the agile Satyr and aerial Phoenix) will test the player's ability to shoot.
- **Dash**
  - This mechanic will be tested by dodging charging enemies (Enemy Type 1) and projectile enemies (Enemy Types 2 & 3).
- **Double-Jump**
  - This mechanic will enable the player to have another dodging option to add versatility to the immediate gameplay.
- **Melee-to-Air**
  - This mechanic combined with dash can enable the player to potentially combo enemies, testing the player's efficiency.

## **Non-Default Mechanics:**

- **Revenge**
  - This non-default can be very very helpful in taking down multiple enemies either on the bridges or on a tower-top.
- **Clairvoyancy**
  - This non-default can be very very helpful in sneaking through enemies either on the bridges or on a tower-top.
- **Grapple**
  - This non-default can be very helpful for escaping a horde of enemies or moving between the tower-tops quickly to speed up immediate gameplay.
- **Other Non-Default Mechanics**
  - If there are any other non-default mechanics not mentioned in this document (such as glide), they overall will give the player more freedom and variability of choices for how to completing the objective.

## **Aesthetics (Art & VFX)**

## **Setting:**

As the player climbs up Tower 1, the sky should get darker and darker. Also there should be rain pouring down, which gets heavier the higher up the player gets. There should be flashes of lightning going on throughout the background. Concerning VFX these flashes of lightning should have startling **CRA CKS** and **POPS** every time lightning strikes, and the water noise should get slightly louder as the rain gets heavier.

## **Typhon:**

Typhon should be largely quiet for the most part. However, as the player gets closer to the cage wind noises start to manifest and get louder as the player gets closer to the Typhon essence. The Typhon essence could maybe look like a ball of greyish-green smoke (like how a charged shot looks actually just with a color palette difference and some extra details).

## **Ambience (Audio & Feel)**

- An important part of playing video games is being able to remember the experience. The audio should help make the player feel a certain way towards the circumstances of the dungeon objective and possible endings for the game.

## **How the Player Should Feel:**

The player should feel challenged through fighting so many enemies (anywhere from 25-50+ is ideal). The player should also feel a sense of resolution and accomplishment through the cutscene; however, if the player discovers the second ending Easter Egg cutscene, then there should be a feeling of curiosity as to what would've happened if the player activated the control panel instead of destroying it; yet, the player should not feel this curiosity going through the original ending (activating the control panel) by being unaware of the Easter Egg. Overall the Dungeon Objective should feel challenging yet rewarding, and activating or destroying that control panel (the final action of the game) should feel *very satisfying*.

## **The Audio:**

When the player lands on the first platform climbing up Tower 1, the noise should become silent. As the player climbs, a faint sound of wind and/or rain starts to gradually manifest as rain starts to become visible. As soon as the player jumps on the Tower 1 tower-top, an epic music spiel plays (maybe a strings/piano piece possibly with a choir ambience in the background that occurs, as long as it sounds heroic). If there's any way to make it sound like "Indomitable Will" from Fire Emblem: Three Houses that would set the right type of mood.

*(Fire Emblem: Three Houses "Indomitable Will")*

When the player activates the 4 pylons, a sound effect that's like a futuristic activation or a futuristic version of what it sounds like when someone opens a treasure chest in an RPG emits (kind of like from Ocarina of Time 3D when opening a treasure chest, except way more tech-sounding).

*(Ocarina of Time 3D Opening a Chest Sound Effect, ignore first few seconds of clip)*

If implementable, there should be two different music pieces for the game's two endings, one music riff or song for the original ending (if player activates control panel) and a different music riff or song for the hidden ending (if player destroys control panel). These songs should match the theme for them. Some inspiration examples that I think set the correct mood for these two possible endings are exhibited in the two songs below:

### **Activating the Control Panel Cutscene:**

*(Xenoblade Chronicles "Beyond the Sky" - Piano)*

### **Destroying the Control Panel Cutscene:**

*(FNAF 3 "Good Ending" - Piano)*