

Revamped Final Dungeon Objective Iteration

This is the documentation for the new Final Dungeon Objective, we will be using this one for the game

Final Dungeon Objective New Blueprint:

- For Now see the [Old 1st Dungeon Objective Iteration](#) Document by clicking the Link for a General Concept of the Final DO

How the Player Should Feel in this Dungeon Objective:

- Desperation/Urgency/Overwhelming on the Way Towards and Up the Tower, Can be a Bit Cheery or Have Strong Melancholy Vibes (Sonic 06 Example) as long as has Urgency
 - Music Examples: (Almost All from Xenoblade Chronicles, my favorite game for it's time ever probably)
 - (The End Lies Ahead, OST)
 - (Mechonis Field, Definitive Edition)
 - (Unfinished Business, OST)
 - (The Battle is Upon Us, OST)
 - (Sonic 06 Main Theme, OST)
- Once the player enters room, ambience becomes mysterious slightly
 - Music Example:
- As soon as that pedestal/node in the top room of the tower is triggered, there's NO GOING BACK
 - Music Examples of When Fight is Triggered:
 - Tragic Decision (Either Version Has Right Feel in My Opinion)
 - (Tragic Decision, OST)
 - (Tragic Decision, Definitive Edition)
 - Engage the Enemy (OST is by far best, nostalgia kicks are real)
 - (Engage the Enemy, OST)
 - Music MUST have heroic/epic feel to it
 - Must feel very epic/large of scope, overwhelming for the player
 - Vocals would definitely help music to be epic in scope

Big Room: Survivability Objective

- Don't want to climb up for nothing
- Multiple spawn points for enemies
- Kiting (Gaming Term)

New Changes:

- Push the 1st Dungeon Objective to the Final Dungeon Objective
- Final Dungeon Objective (Make the Tower Grander)
 - Going in and out of tower
- 2 Arenas for 1st & 2nd Dungeon Objectives
 - How to Differentiate?
 - Platform Raising-Lowering
 - 1 Mostly Focused on Combat, 1 Mostly Focused on Platforming
 - 1st DO: Platforming-heavy (70-80%ish)
 - Device system for when player fails at current objective
 - Progress isn't totally impeded (forgiving)
 - What is the goal of the player and describes the world of that objective (puzzles?)
 - 2nd DO: Combat-heavy (70-80%ish)
- Make Pitches as Simple as Possible
- Super Easy to Implement, Super Simple
 - Pick 3 or 4 mechanisms from list per idea
 - Mix up types of mechanisms

List of Single Mechanisms Player Can Do

- Lever that can activate/deactivate with world in on/off fashion
- Enemies (3 Types) that can spawn in over time
- Things We Could Do (Not Implemented Yet)
 - Door open close
 - Platforms move up and down
 - Transporting/teleporting player from one location to another
- Can Dash
- Can Double Jump
- Can Melee-to-Air
- Can Shoot Weapon
- Can Shoot Charged Projectile From Weapon
- Keys to activate/unlock