

# Old 2nd Dungeon Objective Iteration

*\*Document is mostly finished in design, will add pictures and small edits soon, currently it's ready to use as concept. ask Paul Young if you have any questions about this document\**

## VOCABULARY LEGEND:

- Red = Milestone Skill
- Green = Dungeon Name
- Blue = Dungeon Structure
- Orange = Item/Mechanic Name or Action
- Pink = Aesthetic/Narrative Element

## 2nd Dungeon Objective Blueprint:

- After the player collects all the required **blue puzzle pieces** throughout the **2nd Dungeon**, the player can go through the **Dungeon Objective door**
- Player enters a **big room**, which is the **biggest room of the dungeon** with a **deep background depicting a large expanse with clouds and sky**
- The door closes on the player, so no returning back to the main dungeon portion
- The player advances along a wide and straight path towards a **tall spire/tower coursing with electricity** (taller than 1st Dungeon Objective Tower)
- The player **jumps towards the top**, hopping on one **cloud/platform** at a time
- Each time the player hops off of one **cloud**, the cloud disappears; also, if the player stays on a cloud for too long, it disappears
- Upon reaching the **summit/entrance to Tower top**, the player enters a **room** and either **puts together puzzle pieces** or **hits a button on the pedestal in the middle of the room**
- Upon **triggering the button/puzzle**, the **cloud node** starts operating again, which starts locking away Typhon's essence, causing him to bellow
- After this screech of pure chaos, it **alerts enemies to try to turn it off** before Typhon's presence is completely removed from the node
- ~~Player must defend against enemies for two minutes using dash and melee to air to fend them off~~
- ~~Enemies are set up in such a way so player can quickly combine dash and melee to air mechanics to combo them repeatedly~~
- Swarms of enemies come by, **Hermes realizes time is running out**, this time **must defend area for one minute** then **escape to beginning of Final Dungeon within one minute**.
- After this **Typhon's essence is gone**, throughout **2nd Dungeon Objective** player now **thinks Zeus is not such a good guy (whether he is or isn't)** and enters the fog that starts the **Final Dungeon**

## 2nd Dungeon Objective Differences from the 1st Dungeon Objective:

- Slightly **taller than** the **1st Dungeon Objective Tower**
- Has **Milestone Skill Shortcuts** to Climb Tower
- Has **Milestone Skill Advantages** Inside Tower Room at the Top
- **Fog Impacts HUD**
  - **Typhoon Areole more aggressive** in this Dungeon Objective, **cloud's player's vision** with a **haze**
    - Starts near the top of the **tower** player is climbing
      - Specifically **fog begins at the exact place** where the **tower is taller** than the **1st Dungeon Objective Tower**
    - **Accumulates in thickness** as player **gets closer to tower room at the top**
    - **Tower room** is tough to **see far** in
- Defense Action (1 Minute)
  - Player uses **pieces/shards** gathered from the **2nd Dungeon** earlier to activate a pedestal in the middle of the room
  - The room has a **bunch of fog (Typhoeus essence)**, which is overwhelming yet somewhat weakens as time progresses
- Final Action (1 Minute)
  - Instead of being able to defend room for another minute, **player must retreat** (using either a **Milestone Skill** or through **pummeling their way through enemies**) within **one minute or lose** (despite the enemies potentially guarding the node for good, now it's inaccessible, leaving only way to fix this by releasing Zeus to take on the weakened Typhoeus)
    - **Narratively could be where Typhon is completely eliminated/rain flows again if player activates second node permanently like how the first node is activated permanently**
    - **However, due to sheer number of enemies AND/OR limited time before Zeus is completely destroyed (while player has reservations of Zeus, still thinks should hear him out) player**
  - If using a **Milestone Skill** to somehow escape
    - Use **Revenge** to break through something OR jump really high and far
      - To beginning of **Final Dungeon**, player has to aim jump correctly **falling onto a teleporter below**
        - **Teleporter** boosts player up really, really high
          - To beginning of **Final Dungeon**
      - Use **Clairvoyance** to **sneak through enemies** and **take stair ramp** to the **Final Dungeon**
        - To beginning of **Final Dungeon**, player **must not take damage** and take stairs **upwards to Final Dungeon**
          - If player takes damage in **Clairvoyance**, enemies swarm
            - Implement if this is possible
        - Use **Glide** to soar off of top of tower
          - To beginning of **Final Dungeon**, player has to aim jump correctly **gliding onto a teleporter below**
            - Teleporter boosts player up really, really high
              - To beginning of **Final Dungeon**
      - Ultimately player **jumps off the top of the tower** OR takes stair ramp angled upwards (if used **Clairvoyance** or fought through enemies) to the beginning of the **Final Dungeon**
        - Upper area could be **blocked off by clouds** so player **can't see beginning of Final Dungeon**
        - Destination is beginning of **Final Dungeon**, could have **load screen** in between
    - Gears
      - Ideas of **Gear-turning** platforms
        - Becomes a **challenge** on top of **getting shot at by enemies** from **tower windows**
        - Swivel in motion kind of like how **clouds** would move
          - **Random movements** would be **really cool**
          - If limited by Scope, then configured/**fixed movement patterns** of **platforms/clouds** still adds complexity/depth
        - **Could have thin lines tied to tower, where each cloud has a spinning gear in the center of it**

- Gears or wind could show how clouds move

## **2nd Dungeon Objective Player Experience/How It Should Feel:**

- 1st Dungeon Objective: Kicking A and Taking Names
  - See 1st Dungeon Objective document
    - Will be added shortly
- 2nd Dungeon Objective: Raw Confusion and Desperation
  - Even before player enters 2nd Dungeon Objective, questioning motives
  - Something happens narratively, so player has confusing thought/realization right before the fog permeating towards the player from the tower top
  - Confused in trying to find pedestal in middle of room, thick fog layer distorting player's vision
  - Immediately after activating node, fog starts to lessen in thickness
  - However, enemies increase in thickness as they enter from below the tower and from the staircase connecting the top of the 2nd Dungeon Objective tower to the beginning of the Final Dungeon Objective a bit past the tower and above
  - After defending for one minute, player has thought/revelation that makes the player realize there is only one minute left (maybe 2nd Dungeon explodes?)
    - Because of this player must make it to a small platform that is connected to the beginning of the Final Dungeon
    - Small platform is connected to beginning of Final Dungeon, separated by a special fog layer
    - Load screen pops up when player touches special fog layer
    - If player doesn't touch special fog layer in one minute then player must restart from top of tower (must reactivate node also)
- Final Dungeon Objective: Overwhelming and Epic (Underdog Fight and a Momentous Decision Vibe)
  - See Final Dungeon Objective document
    - Will be added shortly