Revamped 1st Dungeon Objective Design

This is the documentation for the new 1st Dungeon Objective, we will be using this one for the game

VOCABULARY LEGEND:

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

First Dungeon Objective New Blueprint:

- Ultimately this DO is a Platforming Challenge
- Ultimately this DO tests the player's platforming intelligence, which is excellent prep for the Final DO Tower Objective.
- Player enters through classic Dungeon door (can't go back through door)
- Still in Progress, Should Pick an Idea/Concept to Run With Before Writing Instructions

How the Player Should Feel in this Dungeon Objective:

- Dominant (Kicking A** and Taking Names Type of Attitude) to a Bit Unconfident Yet Nonetheless Feeling Capable of Anything
    - Make the 1st DO CHALLENGING!!! (Still do-able in the first try)
    - Feel like your gaining power
    - Dungeon Objective should give player "Run for their $", no matter how powerful they get
    - Ways to make it
- Particularly challenged/pressed a bit with the platforms
- Rushed (Time Limit)
- Example Music:
    - Already used earlier, but Sonic 06 Main Theme (Not too Sad a Theme for this kind of feel)
    - (Sonic 06 Main Theme, OST)
    - (FE Three Houses: God-Shattering Star, Piano Cover)
        - Part where this FE video is at about 3:00 would be really cool to implement somehow, especially that bass part with the melody part holding its punches for the end of the song)
    - (Sonic Adventure 2: Live and Learn, OST)
    - (Lost Planet 2: Welcome to the Jungle, Boys!, OST)
        - Should have a bit of an explorative nature to it also

First Dungeon Objective Pitch Ideas:

- Target Practice
    - Player has to hit moving targets quickly
    - x amount of targets in y seconds
    - Player enters room and sees a lever in the center of it
        - When the lever is pushed, targets pop out of the walls rapidly
            - Targets flip around (e.g., 180 degree flip has target pop up, then after a second target does a 180 flip again to return back to the original non-target wall side player originally saw)
    - Pros:
        - Very Different than One Would Expect
        - Could use in Training Hub!
    - Cons:
        - Very Different than One Would Expect
        - Might not Even Be Worth Being a Dungeon Objective
            - Not grand enough
    - Likelihood to Implement: Probs not (0-10%)
- Jump Across Difficult Canyon to Get to Other Side
    - Player could enter area where it's a huge canyon/chasm
    - Goal is to get to the other side
    - Platforms are moving precariously
        - Up, down, left, right
    - Example: ClusterTruck (1st Minute of Video Shows how Features such as Slow-Down Time could work)
    - Two ways to implement:
        - Platforms lead towards goal like in ClusterTruck (player could strategically wait)
        - Platforms are stationary, player must find a way to goal purely through player movement (player could feel relieved for making it to other side), platforms move from point A - Point B--either up, down, left, or right
            - Linear challenge
            - More ideal
            - Always a chance player could do something not platforming-oriented (being able to choose a super simple path)
                - Going forward instead of up
    - Has enemies shooting at player from platforms afar
        - Too far for player to reach
        - If there's a time limit probably in player's best interest to not fire back but to instead keep trekking onwards
    - Elevator system
        - Could also use an elevator-style approach where progression in DO keeps going physically upwards
    - Disappearing system
        - Could have the platforms disappear after player stands on it for a few seconds
            - Platform attributes as player nears towards the goal/end of the challenge
                - Platforms shrink over time

- - - Platforms even have an enemy or two on them at a time
    - Pros:
      - Could be fine
    - Cons:
      - What Would it Look Like (Need to Work On It)
    - Likelihood to Implement: Make a linear platforming challenge (see where enemies fall in line)
- Greek Parkour
  - Basically a mini *Mirror's Edge* type of Dungeon Objective
  - GhostRunner
    - (Flexibility of Parkour: e.g., killing enemies)
    - Enemies are placed in most optimal parkour route
    - Player can pick basically any route
  - Different ways to implement
    - Goals of DO
      - Could have player run through hoops quickly enough
    - Player Characteristics
      - Movement Speed could be doubled/tripled for DO
      - Variations in obstacle height could require either single jumps or double jumps
      - Attacks could be made slower or faster depending on role of enemies
  - Pros:
    - Platforming-oriented
  - Cons:
    - Adding enemies tough
- Dodge Projectiles as Landscape Shifts
  - Player activates node in the center of an open room/arena (i.e., no walls, this is outdoors)
  - After this happens, several other platforms surrounding the player fall at once
  - Others rise with enemies on them (too far to jump to)
  - Player must survive volleys of projectiles from 1-3 enemy types for 1-2 minutes
  - Ultimately a "Don't Get Hit" Dungeon Objective
- Non-Level Dungeon Objective
  - See Shadow the Hedgehog section of the Dungeon Objective Research document for more info/examples
  - Shadow the Hedgehog: Choices Mechanism
    - Level Objectives are determined by which of 2-3 missions a player chooses to accomplish (Multiple Endings)
  - If using this Dungeon Objective--since it is throughout the level–there will be no final room
    - Instead, whichever of 2-3 choices a player picks, that will determine the 2nd Dungeon Objective
      - Or could simply change how Dungeon Objective 2 works (e.g., changing enemy types from difficult to easy or vice versa)
      - This strategy would ease up scope and utilize an Objective style that is rarely used, it's pretty unique

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