

Dungeon Objective Research

Specific Dungeon Objective Stratagems

- [Dungeon Objectives in Randomized RPGs](#)

Game Examples of Objective Mechanisms:

- Legend of Zelda Ocarina of Time: Final Dungeon Objective Mechanism
 - Legend of Zelda OoT Climb Down Dungeon Tower (For Cloud Interior's Final Dungeon Objective would be Reverse of This)
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- Lost Planet 2: Throughout Level Mission Objectives
 - Capitalizes upon having the player activate checkpoint nodes throughout level (Also Activate Items for Different Purposes)
 - [Lost Planet 2 Guide and Walkthrough](#)

(The image originally here was deleted from the internet, so it has now been replaced with this one)

- Halo Reach: Objectives Merged with FPS Fighting
 - Final Game Objective is an endless fight where the player has to lose (Great Narrative Value and Unique)
 - [Halo Reach: Lone Wolf Final Game Objective](#)
 - [Halo Reach Guide: Walkthrough](#)
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- Shadow the Hedgehog: Choices Mechanism
 - Level Objectives are determined by which of 2-3 missions a player chooses to accomplish (Multiple Endings)
 - [Shadow the Hedgehog Game Guide](#)
 - [Shadow the Hedgehog Space Gadget Choices Examples](#)
 - (Dark Route)
 - (Normal Route)
 - (Hero Route)
- Minecraft Dungeons: Action-Adventure RPG Difficulty Levels Mechanism
 - [Minecraft Dungeons](#) (Would Check out the Short "Endgame" Section)
 - [List of Levels, Secret Locations, Dungeons, and Loot Tables](#)

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Platforming Dungeon Objectives:

- Game Examples:
 - [Shadow the Hedgehog Cosmic Fall Platforming](#)
- Platforming DO Types:

Combat Dungeon Objectives:

- Game Examples:
- Combat DO Types:
- [Creative Combat Objectives Beyond "Just Killing Them"](#)
- [Varying Combat Objectives Again \(More for Multiplayer\)](#)
- [Making Combat Interesting Part 1 \(Terrain Design\)](#)
- [DnD Strategies for Combat Variety](#)
- [Alternate Combat Objectives](#)
- [Creative Win Conditions in DnD](#)

Puzzle Dungeon Objectives:

- Game Examples:
 - *(Get back to this later)*
- Puzzle DO Types:
 - *(Get back to this later)*

Different Dungeon Types in General:

- [Dungeon Crawl](#)

Random:

- [Dungeon and Level Generation Ideas](#)
- [Designing a Zelda-Styled Dungeon](#)
- [Dungeon Objectives in Randomized RPGs](#)
- [How to Plot Epic, Memorable Boss Fights](#)