

Revamped 2nd Dungeon Objective

This is the documentation for the new 2nd 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

Second Dungeon Objective New Blueprint:

- Ultimately this DO is a Combat Challenge
- Ultimately this DO is a test for the player's combat abilities, 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:

- Confusion (what is the purpose of it all?), Trying to Understand Purpose of Actions and if Fighting for the Right Side, the "Good Guys"
- Going to Press on No Matter What and Find out the Truth
- Example Music:
 - (Fire Emblem Three Houses: Indomitable Will Piano Cover)
 - (Fire Emblem Three Houses: Indomitable Will OST)
 - (Fire Emblem Sacred Stones: Determination, Remastered)
 - Honestly think it should start with what the OST sounds like and as player nears finishing objective sounds like Piano Cover
 - Starts off with confusion and then raw determination
 - OR arrange other way around: start with Piano and then OST versions
 - Starts off with raw determination which is pounded out by oblivion

Second Dungeon Objective Pitch Ideas:

- Classic Arena Style
 - 2 Ways to Implement Enemies
 - Randomized enemies
 - Predetermined amount of enemies
 - Would recommend all 3 types of enemies for both cases to really test the player's combat abilities
 - Unless of course goal for Final Dungeon/Final DO is to unleash a new specific enemy type
 - If this is the case, then would utilize two enemy types in Classic Arena
 - Aesthetics
 - A Greek pavilion (Panathenaic Stadium)
 - (Modern Day Additions to Ancient Panathenaic Stadium)
 - Some sort of outdoor arena, could be more circular than this
- Survive Until You Die (or get to 5% Health) Arena
 - See Halo Reach: Lone Wolf Objective section in the Dungeon Objective Research document for more info/examples
 - I personally prefer the 5% part--leads up to Final Dungeon Objective part of getting swarmed by enemies
 - Much easier for narrative
 - Also super unique
 - Regardless of strategy, player keeps fighting an unlimited wave of enemies until reaching the health threshold
 - Tougher enemies have a higher chance of being spawned over time
 - In the aforementioned Halo Reach example, player soon fights several alien Wraith tanks (and I think even air-strikes)
 - (Wraith Tank)
 - It could be a firefight instead
 - Halo 3 ODS Firefight
 - (Halo 3 ODS Firefight)
 - Halo Reach Firefight
 - (Halo Reach Firefight)
 - Concept has potential for meme-hype, lots of potential for a defining game Dungeon Objective that people would talk about
 - (Halo Reach 24 Hour Challenge Survival in Firefight, not a Total Meme Video)
- Boss Fight
 - I know the boss was cancelled; regardless, could do this:
 - Simply change the characteristics of a higher-tier (either tier 2 or 3, the Satyr or the Phoenix) enemy only in the 2nd DO
 - Have only one of that higher-tier enemy in the arena
 - Change its health, damage output to player
 - Could have time limit or not
- Non-Level Dungeon Objective
 - See Shadow the Hedgehog section in 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 Final Dungeon Objective 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
- Supplementary Dungeon Objective: (AKA, Extra Objective on Top of Combat to Differentiate It)
 - Player has to shoot 5 targets while surviving whatever

- With or without a time limit
- Enemies would be very distracting for the player
- Player can win the objective early by activating hidden levers
 - In corners/sides of the outdoor arena

List of 2nd DO Arena Characteristics/Goals

- Make an arena
 - Randomized or determined enemies spawn
 - Could randomize when they spawn
- Goal: Just Kill Stuff
 - Platforming would only help a bit with getting cover
 - Player decides how to use cover
 - Bunch of enemies, player has to use map optimally

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

Differentiation from Final Dungeon Objective Tower Room:

- Final DO you can use platforming abilities to promote surviving
- 2nd DO you can use combat abilities
 - DO promotes fighting
- Gotta think more about Final DO
- 2nd DO much simpler
- Imagine like 5 or 7 spawn points
 - 2 are active at a time
 - Kiting enemies