(Ideas) Ultimate Dungeon Objective

Summary

This is overall a document of various objective ideas for the Ultimate Dungeon Objective Design.

Idea 1: Cage Fall

The player activates the 3-4 levers on the 4 tower-tops. After that player jumps on top of the cage in the middle of the 4 towers. Immediately after landing on top of it the cage falls with the player heroically taking down the Typhon essence out of the Cloud Factory with Hermes (could be player and cage fall forever until player shoots inside cage 3 full-charged shots at the Typhon essence in the cage or something). My inspiration for this idea is from playing Lego Lord of the Rings (Balrog fight portion of level).

 (Lego Lord of the Rings - Balrog Fall)

Idea 2: Cage Explosion

The player activates the 3-4 levers on the 4 tower-tops. After that the player takes a moving platform, which moves up and down. About the middle of the cage's height there is a walkway, which is where the platform drops off the player. The player goes on the walkway, and because the levers activated a control panel on an exterior panel of the cage, player activates it. Activating this bomb could be anything from a simple button press to a randomized myriad of functions that must be completed in order to activate it (see the "Keep Talking and Nobody Explodes" video below). Once activated, the control panel explodes the cage with the player heroically taking the Typhon essence down with Hermes. Think of any game or movie where the objective is to activate a bomb, selflessly sacrificing oneself for all.

 (Keep Talking and Nobody Explodes - Launch Trailer)

Idea 3: Dungeon Escape

Same as #2, except this time instead of an immediate explosion the player has 2-5 minutes to take the platform connected to the walkway linked to the cage back up to a tower-top and run back to the beginning of the dungeon to escape Cloud-Interior--the room of the Cloud Factory containing the Typhon essence (which is the entire dungeon itself). Ultimately the player goes from point B (the cage) to point A (the beginning of the dungeon). It would be reminiscent of the Halo Warthog Run from Halo: Combat Evolved by being a time crunch, having some epic music (variant of main theme probably), and making the player escape for everything they have out or the very ending of Star Fox 64 (3D) for the True Final Boss fight. Plus the player would feel elated from after climbing that tower to glide off of it.

 (Halo: Combat Evolved Anniversary - Warthog Run)

 (Star Fox 64 3D - True Final Boss Fight, Start @ 4:31 in the video to skip to relevant part)

[Why this one is such good strategy is because it's unique, makes the level generator even more defining for our game, creates a unique gameplay/playthrough EVERY SINGLE TIME (great marketing/selling point of game), fixes problem of player simply running by enemies (for escaping dungeon with bunch of enemies will be harder), and hopefully doesn't take too much programming/level design work]