

# Dungeon Objectives

## Dungeon Objective Goals/Philosophy:

- The Dungeon Objectives are tailored tests to get the player to accomplish tough tasks utilizing player/platforming skills learned via progressing through the Dungeon.
  - Each Dungeon Objective is different in nature.
- A Dungeon Objective is the final room in the Dungeon
- Examples:
  - Climb up a summit to complete an action at the top
    - Utilizing their skills to reach the top, dealing with enemies shooting projectiles at them on the way
  - Defend something against swarms of enemies
  - Take down a Boss in an epic Boss fight
  - Accomplish some kind of tough puzzle
    - If this is used in this game, has to have some elements of action, as this is an FPS
- Think of Goal Narratively with reasonable extent, then make player interaction of event.
  - Dungeon Objective is also the purpose of the dungeon, why does Hermes go through it?

## Dungeon Amount:

- 3 Most Likely
- 2 Dungeons Followed by a Final Dungeon

## Dungeon Objective Entrance:

- Enter the Dungeon through a fancy-looking Greek door
- Player is trapped, can't return to main part of the dungeon
  - Door closes animation