

Old Final Dungeon Objective Iteration

- Feelings of Rooms in Dungeons:
 - 1st Dungeon
 - Player should feel Heroic
 - As if they're the boss, in charge, being the good guy
 - 2nd Dungeon
 - Confusion
 - Turned around, things getting more difficult and not even sure if should progress
 - Final Dungeon
 - Overwhelming, overpowers you
 - Feels great sense of accomplishment and tragedy/resolution/conclusion
 - Still open-ended interpretation for ending
 - At least you chose your own future
 - Feels like you've finished it
 - Now just standing there, confronted with final bits of information, am I the good guy?
 - Now it's up to me kind of thoughts
 - Boss should be super imposing
 - Overwhelming
 - Dark Souls-y
 - Last bit of health/takes everything
- Boss Physics
 - Large creature in middle of room
 - Platforms around creature
 - Bullet-hell
 - Whole arena type of attacks
 - Different levels of cylinder-type stuff as you go up
 - Cylinder around boss
 - Attacks on multi or singular platform levels
 - Not cumulative going up
 - Player must use multi-levels of arena (swaths of area)
 - Boss never directly attacks player
- Floors have Steampunk/Futuristic aesthetics
 - Waiting on specific Boss Design
- Aesthetics
 - Classic Greek
 - Something with the Pillars/Pearly White Marble
 - Multi-floored
 - Very ethereal and preserved
 - Unlike the rest of it!
 - Maybe something good can come out of storm
 - Like resolution
 - Keep room size/diameter fairly tight
 - Almost thinking like in 2 Dimensions
 - What directions to go to avoid bullets
 - Up, down, around, left, right?
 - Depth isn't what should be on player's mind
 - More about avoiding boss and pod shots
 - Can trigger something (like mini-nodes) across map
 - Not total loss of health approach probably
 - Maybe a good half/third/quarter of health
 - Protect it by making it go out of the player's way to activate
 - Or could grab keys/pieces, activate ancient technology
 - Weapon of Mass destruction/ancient/future technology
 - E.g., Zeus' master-bolt

New Changes:

- Push the 1st Dungeon Objective to the Final Dungeon Objective
- Final Dungeon Objective (Make the Tower Grander)
 - Going in and out of tower
- 2 Arenas for 1st & 2nd Dungeon Objectives
 - How to Differentiate?
 - Platform Raising-Lowering
 - 1 Mostly Focused on Combat, 1 Mostly Focused on Platforming
 - 1st DO: Platforming-heavy (70-80%ish)
 - Device system for when player fails at current objective
 - Progress isn't totally impeded (forgiving)
 - What is the goal of the player and describes the world of that objective (puzzles?)
 - 2nd DO: Combat-heavy (70-80%ish)
- Make Pitches as Simple as Possible
- Super Easy to Implement, Super Simple
 - Pick 3 or 4 mechanisms from list per idea
 - Mix up types of mechanisms

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