

Old 1st Dungeon Objective Iteration

Only thing left to do is organize information

1st Dungeon Objective Blueprint:

- After the player collects all the required node puzzle pieces throughout the Dungeon, the player can go through the Dungeon Objective door
- Player enters a big room, which is the biggest room of the dungeon with a deep background depicting a large expanse with clouds and sky
- The door closes on the player, so no returning back to the main dungeon portion
- The player advances along a wide and straight path towards a tall spire/tower coursing with electricity
- The player jumps towards the top, hopping on one cloud at a time
- Each time the player hops off of one cloud, the cloud disappears; also, if the player stays on a cloud for too long, it disappears
- Upon reaching the summit, the player enters a room and either puts together puzzle pieces or hits a button on the pedestal in the middle of the room
- Upon triggering the button/puzzle, the cloud node starts operating again, which starts locking away Typhon's essence, causing him to bellow
- After this screech of pure chaos, it alerts enemies to try to turn it off before Typhon's presence is completely removed from the node
- Player must defend against enemies for two minutes using dash and melee-to-air to fend them off
- Enemies are set up in such a way so player can quickly combine dash and melee-to-air mechanics to combo them repeatedly
- After this Typhon's essence is gone, player still thinks Zeus is good guy (whether he is or isn't) and climbs up the shallow-angled ramp that the enemies used to get to the room

1st Dungeon Objective Plans:

At least default platforming mechanics (dash & melee-to-air)

- Weapon augmentations
- Milestone skills (attached to each of 3 stat trees)
 - Replace the same or more platforming capabilities (default platforming mechanics still applies to upgraded version)
- Open up opportunities for other mechanics to have purpose
- During playtesting we'll have some other milestone skills, test out various skills (see if I can make shortcuts to navigate trees)
 - E.g., double jump or glide, which one's quicker

1st Dungeon Objective Narrative Notes:

- Area is a far reach of the Cloud Interior, containing a significant Key Node
 - Key Nodes: Called Rain Accumulators
 - Releases rain and stuff, clogged by Typhon's Aureole (part of his essence)
 - Typhon's essence is split up, body is reforming where essence is divided
 - Player's objective is to eliminate Typhon's essence, which is blocking the node, and is accomplished through activating it
 - Since Typhon resists the machinery, player must defend node from enemy swarms for two minutes so they don't deactivate it
 - Hit it a bunch!!! (Kilt it?!!)
- Instead of a traditional alarm (we'll assume Typhon's forces and stuff broke the Cloud Interior's alarm system), Typhon bellows (in pain and to alert forces)
 - Enemies swarm to close off emergency, come from a ramp that leads upwards at a shallow angle steering towards the right
 - Some literally pour out of pipes? (Up to scope)
- Gather pieces of water/something throughout level, and then put together to "activate" button
 - Floor/pedestals
 - Prompt that says "A" or "Space"
- Clouds Disappear as player Jumps to go to elevation (or some kind of hazard rising, such as flood due to water flow going somewhere else? Any explanation works here)
- What I want to happen
- This Destination Room is bigger than other rooms in the dungeon

Dungeon Objective Patterns Across Dungeons Narrative Notes:

- Starting to think about patterns and differences between Dungeon Objectives when comparing all the dungeons
 - Probably Dungeons 1 & 2 are similar in nature with a difference in platforming mechanics emphasized and how the objectives are accomplished
- Differences between Nodes?
 - Same kinds of dungeons?
 - Different story challenges?
 - Dual-difference maker (going on @ same time is possible)
 - 1st thing: Over time suspecting more and more about morals of actions (learning more about destroying Typhon as a bad thing)
 - Back and forth? (Typhon bad guy! No, Zeus bad guy! ???)
 - 2nd thing: Personal struggles (5 stages of grief)
 - What differentiates them?
 - Narrative Reveals also!
 - At ends of each Dungeon Objective
- Level & Narrative Design Merge
 - Clouds (Storm clouds as an emotion)
 - Showing greater tumult (gets more vexed over time)
 - Him being made whole again storm becomes stronger
 - Scary cause end of the world and (progression thing)
- 1st Dungeon Details
 - Lesser epic staircase as compared to Final Dungeon vision for reaching the node
 - Build up importance
 - Time Trial

- Ring of platforms (circling around you/main platform)
 - Disappear platforms
 - Less area to defend/accomplish over the two minute enemy swarm
- Difficulties:
 - Varying?
 - Each subsequent Dungeon Objective is more difficult for player
 - After accounting for XP/Weapon/Stat buffs gained from each Dungeon
 - 1st Dungeon will be easiest, 2nd Dungeon will be tougher (even after factoring in stat boosts), Final Dungeon will be toughest (nasty boss fight, makes Dark Souls bosses weak, that way when player beats boss fight feels rightfully accomplished)
 - If game has multiple difficulty modes, then Dungeon Objective factors may change to accommodate
 - For example, in + mode clouds may disappear faster when climbing up to summit
 - Timing of platform disappearances
 - Platform positions/motion routes/paths
 - Enemy stats, number of enemies, and enemy type ratios encountered
- 2nd Dungeon Details
 - More air-mechanics-focused
 - More of an actual climb
 - Glide and/or grapple emphasized
 - Enemies shooting dart projectiles more
 - Glide to air chutes that lift player upwards
 - Kind of like gravity lifts from Halo
 - Could make multiple sections where player has to steer gliding and keeps hitting gravity lifts to sustain upward flight
 - In a spiral notion around a tower/spire
- Final Dungeon Details
 - Lightning effects more pronounced closer to end
 - Climbing some kind of epic staircase
 - Sparkplug Thing
 - I like it

Level Design Notes:

- Dungeon Objectives should differ
- Having pieces and keys throughout dungeons
 - Keys unlock doors
 - Pieces so they go through almost or all of dungeon
- Sloping slowly upwards game
 - 1st Dungeon
 - Classic Enemy Swarm
 - No load screen needed
 - Trap the player in the room
 - Jumping from cloud to cloud to climb?
 - Dash to Melee-to-Air is Niche mechanic
 - Advanced technique?
 - Not reliant on it
 - 2nd Dungeon
 - Very different!
 - Bit of combat at end also
 - Grapple an enemy?
 - Grapple/glide combo mechanic? (switch between two?)
 - Gets platform/player mechanic combo
 - Maximizes on new mechanics
 - Look at Legend of Zelda puzzles
 - Have player interact with mechanics
 - Descending?
 - Probably not
 - Final Dungeon Objectives
 - As big and far as want
 - As long as accomplishes DO goals

Audio Design Notes:

- Music change when event triggers
 - Typhon bellows (explains swarms of enemies)
- Music as soon as enters room changes
 - Change same track?
 - Entirely new track
 - Take/Add instruments to room
- Similar kind of "almost more heroic/dark/more effort kind of music" for the DOs
 - Exploration Music
 - Bradley's writing this
 - Piece that supports both exploration and small skirmishes
 - No drums
 - Sparse and ambient
 - Like Skyrim
 - Plan to have some layer enter/exit (based on combat/non-combat)
 - Seamlessly flows in and out
 - Combine with programming to make sense
 - Instrumentation
 - Electro-acoustic sound

- Draw inspiration from BoTW
 - Also taking it in a more classical/orchestral direction (for the Greek stuff)
 - Bringing that steampunk FLAVOR into the classical/orchestral composition process
- Battle Music
- Dungeon Objective Music
 - Much more drum happy
 - Audio Preview (check it out!)
 - Epic & Heroic & Orchestral
- Paul's Idea for 1st Dungeon Objective (general sounds theme)
 - Techno/Classical/Battle

UI Notes:

- Wait for further game progress
- Make UI design change slightly when player enters any Dungeon Objective
 - For dramatic effect, make player more immersed, and maybe to signify more pressure on the player (whether literal from factory or mental or both)

Enemy Notes:

- # of Enemies in 1st Dungeon Objective:
 - Specific number?
- Enemy Types in 1st Dungeon Objective:
 - Knowing what combat is going to be (it's a bow-like weapon using the caduceus)
 - Elements of precision
- All 3 Enemy Types
 - Mostly Minotaur Type
- Enemy Mechanics to Challenge Player
 - Charge (makes player rely on dash)

Platforming Notes:

- Dash and Melee-to-Air (Use in 1st Dungeon); Glide (Use in 2nd Dungeon) and Grapple (Use in 2nd or Final)
- Distinguish the Dungeons from each other:
 - For example, unlock the Grapple after beating 1st Dungeon Objective
 - Want to give player new ability at end of each dungeon, including Final Dungeon (may help with decision-making for final choice in game)
- 1st Dungeon Emphasizes:
 - Dash
 - Melee-to-Air
 - Dungeon Objective:
 - Culmination of Dash & Melee-to-Air
 - Enemies set so player melee-to-air transitioning to dash to another enemy to gain momentum, then jump up to fix/break pipe thingy (whatever DO event trigger is in room)
 - Melee-to-Air combo dodging Satyr projectiles (could be for 2nd Dungeon Objective instead)
 - As player is climbing
 - Enemies shooting projectiles (cannons shooting projectiles)
 - Player can use dash & melee-to-air on projectiles to gain momentums
- 2 Ways to Go About This:
 - Either dungeons test player's abilities and ONLY get new ability AFTER final part of DO
 - OR dungeon tests player's abilities and then giving a new platforming ability at the final part of DO
 - OR 3rd Way?
- 2nd Dungeon Emphasizes:
 - Glide
 - Grapple also? (or weapon augmentation OR grab off enemy in early middle part of 2nd Dungeon OR end of 2nd)
 - Go to node, hit button, defend against enemies AND/OR use Glide to escape tower and Grapple to the Final Dungeon beginning
- 3rd Dungeon Has Final Boss, different DO

Weapon, Abilities, Skills and Stats Notes:

- Wait until these are updated
- Once they're updated, incorporate shortcuts in the Dungeon Objective to reward the player for certain upgrades
 - Example: Using the grappling hook to swing around the tower for the 1st Dungeon Objective
 - Much quicker than the cloud-hopping formula
 - Not as safe probably, but way cooler and much quicker

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Rough Draft Ideas:

- Mechanic Highlights:
 - Difficulty Accruement
 - 1st Dungeon: Platforming Basics
 - Player:
 - Emphasize Jump Mechanic
 - Enemy:
 - Emphasize Minotaur-type design (complements jump)
 - Level:
 - Currency: ?

- XP: ?
- 2nd Dungeon:
 - Player:
 - Emphasize Dash Mechanic
 - Enemy:
 - Emphasize Satyr/Dryad-type design (complements dash)
 - Level:
 - Currency: ?
 - XP: ?
- Final Dungeon:
 - Player:
 - Emphasize Glide Mechanic
 - Enemy:
 - Emphasize
 - Level:
 - Currency: ?
 - XP: ?
- (3rd):
- (4th):
- New Abilities/Mechanics Accrue
 - 1st Dungeon: Light-shoes as Mechanic/New Ability
 - 2nd Dungeon: Grapple as Mechanic/New Ability
 - Final Dungeon: Glide as Mechanic/New Ability
 - (3rd):
 - (4th):
- Action/Puzzle Rooms
 - Variants from each other
 - Easier for program/art/audio
 - 1st Dungeon:
 - Hydra/Chimera OR Typhoon Aureole
 - 2nd Dungeon:
 - Hydra/Chimera OR Typhoon Aureole
 - Final Dungeon:
 - Echidna Takedown!