

Previous Dungeon Objective 2 Documentation

The player enters an arena and is ultimately locked there until 50 or 100 enemies are defeated. Half of the enemies are already in the arena. As soon as the player sets foot in the arena, the music plays. There are ultimately 2 waves of enemies; however, the player doesn't know this. After the player kills the 1st wave (the enemies who originally were in the arena), there is at first a sense of relief and then a discombobulating 10-15 second silence. A text dialogue of confusion appears; still silence. And then out of nowhere (the other half) spawn at once and attack the player. After this 2nd half is defeated an item appears in the center: the *Zeus MasterBolt* (a narrative element, NOT an in-game item to use), guarded by some of the toughest hordes of enemies. Once the bolt is taken, a door appears in one of the sides of the walls in the arena; the player goes through it and either a load screen pops up or the Final Dungeon Objective is visible.

Combat Arena Design

Aesthetics

Overall the arena should be reminiscent to an ancient Greek [Panathenaic Stadium](#). It can be either a circular version of this or an identical oval-shaped replica. When the player enters the 2nd Dungeon Objective, the player actually exits a door on one side of an [ancient Greek pavilion building](#). The player cannot go back to the 2nd Dungeon again. The player goes through the ancient Greek pavilion building and exits the other side, which is connected to the Combat Arena. As soon as the player steps foot in the Combat Arena, a magic barrier prevents the player from leaving the arena. The arena has no other doors/exits, yet it has some platforms for cover, which can be either pillars or crumbled bits of ruin.

Slope

The arena is pretty much totally flat for the sheer reason that this is a brutal, challenging yet rewarding mosh pit fight.

Enemy Design

Number

For now I'm thinking there should be either 50 or 100 enemies in total.

Type Variety

If possible all 3 enemy types should be in this dungeon. I'm thinking a 60:30:10 ratio of Minotaur:Satyr:Phoenix. With playtesting can alter this. Should scope reduce this to 2 enemy types, then I'm thinking a 70:30 ratio of Minotaur:Satyr.

Spawn Points

Overall about half of the enemies will already be spawned in the Combat Arena. After player kills first set of enemies (the enemies who started in the arena) there is a 10-15 second wait of silence; maybe the player has a text dialogue of thought; then the second wave comes out all at once from 1-3 spawn points from the stands in the stadium (maybe Phoenixes simply fly in).

Dungeon Objective Design

What the Combat Objectives Are

Kill 1st Wave of Enemies (either 25 or 50 enemies); Kill 2nd Wave of Enemies (either 25 or 50 enemies); Grab the item that appears; Enter through the New Door-in-the-Wall-of-the-Arena that Appears

How the Player Should Feel

The player should feel a sense of confusion and determination to endure. The player is locked in the arena, and must kill the enemies to escape. As soon as the player steps foot in the arena, the combat music starts. After defeating the first half of enemies the player feels relief for a split second and the music departs, there's silence; however, nothing happens. A text box then pops up of the player's confused thoughts, yet still nothing happens. Then when the second wave of enemies springs out, the silence is replaced by a soft piano version of the song before; the player is gaining clarity yet is losing energy fighting. At the end of it the player should still feel a bit confused yet determined to keep going. To encourage this ambience the music should combine elements of the song examples from the [Revamped 2nd Dungeon Objective](#) document.

Design Features Description

The player spawns in an ancient Greek pavilion, having entered from an ancient Greek-looking door. The player cannot go back to the 2nd Dungeon. There is an eerie atmosphere, either no music or a quiet mysterious sound plays. The player moves forward, exiting the pavilion and enters the Combat Arena, which is connected to the pavilion. As soon as the player steps foot in the arena a tough combat music plays, and there are either 25 or 50 enemies in the arena, probably all 3 types of enemies. About 60% of the enemies are Minotaurs, 30% of the enemies are Satyrs, and 10% of the enemies are Phoenixes. After killing the 25 or 50 enemies the music turns silent and there is a 10-30 second wait. After 10-15 seconds a text dialogue appears of Hermes' thought, wondering what to do next. Then the music plays again and the other 25 or 50 enemies all spawn at about the same time, entering through 1-3 hidden doors in the arena wall. After the player downs these 25 or 50 enemies the music changes to a quick few second grand intro for an item—the Zeus MasterBolt—that appears in the middle of the arena. Once the player takes the item, the player can go through one of the doors that the enemies came from. Once the player enters through that door either a load screen pops up or the Final Dungeon Objective begins.