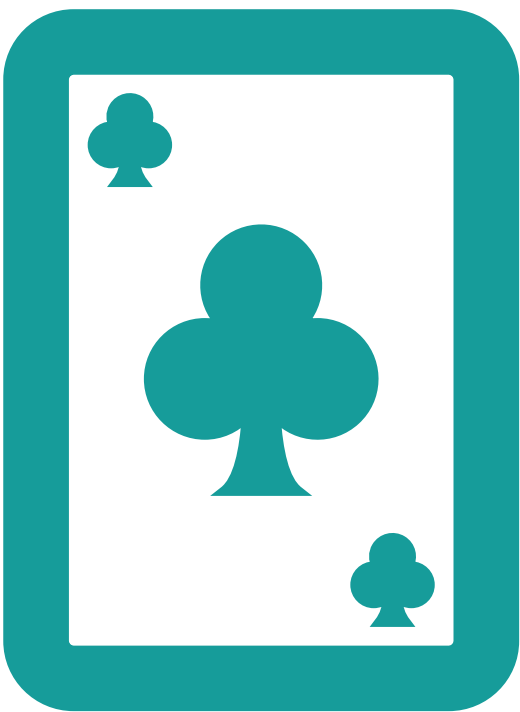




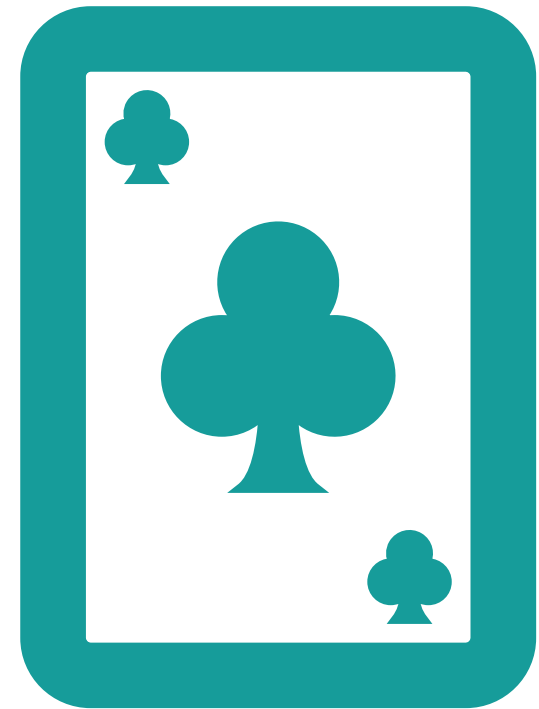
Dungeon Decks

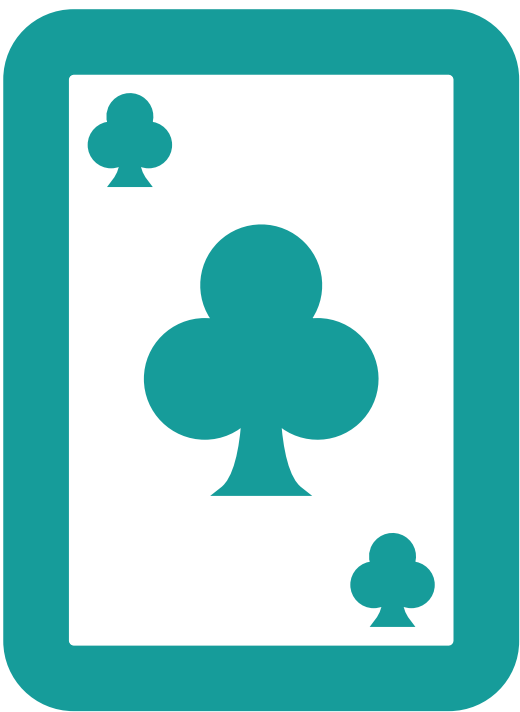
By Ceanford Samsin



Endless Run Until You Lose

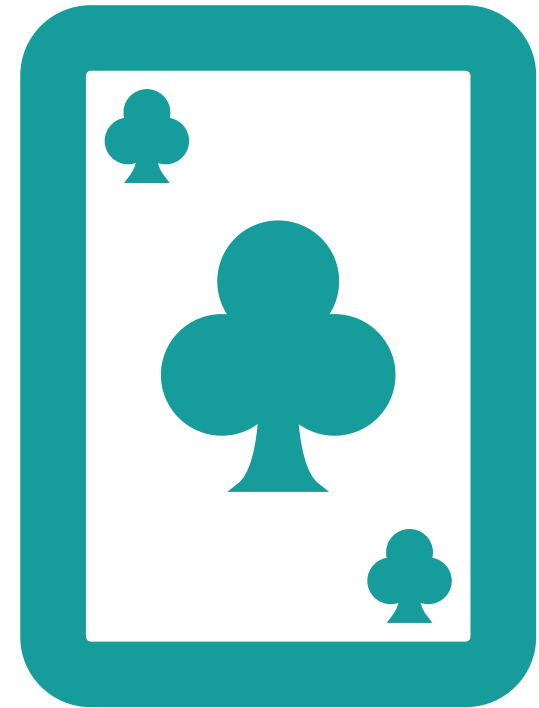
4 adventurers are dungeon dwelling for loot and what not until mysteriously on the way back the entrance was suddenly gone. With no way turning back the only option is to dig further into the dungeon with each room having some form of an entity lurking within.

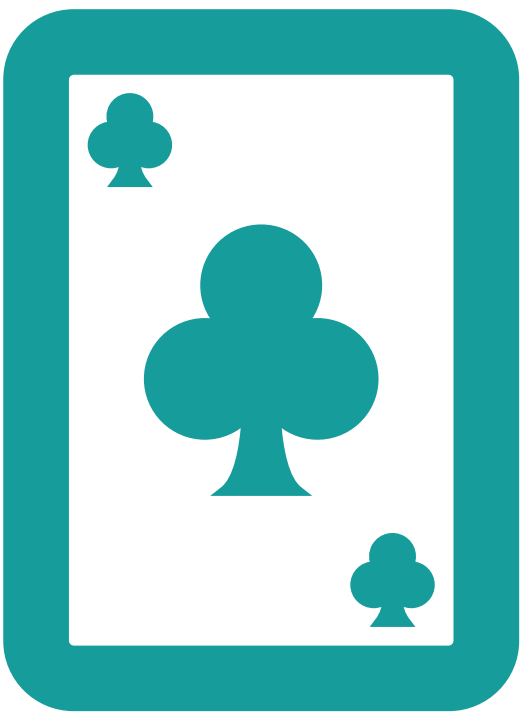




Stuff You Might Wanna Know

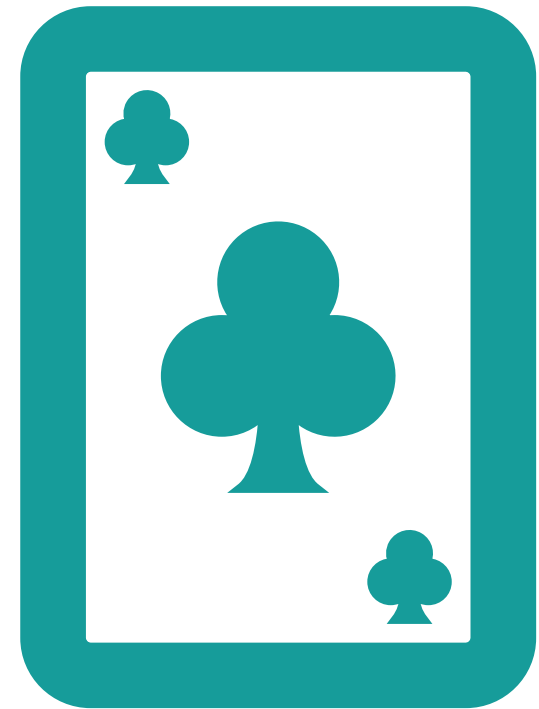
- You are gifted 4 cards (Wizard, Knight, Shaman, Marksman).
- They all have a typing. (e.g. Wizard is magical attack whilst Knight is melee attack)
- The player will fight a random enemy card with randomized typing.
- You can select 2 cards to attack if it's necessary on the opposing card (takes a lot of energy though)
- Turn based game
- Each time you win it goes to a cutscene entering the next room and repeat.(The game loop)





Lore

- The game takes place in a fantasy world. This party of adventurers decide to explore the Devil's Dungeon only to have ended up trapped inside with only being one option and that being to keep going through door to door until an exit is found, if there is one...
- The goal is to survive each battle they encounter. Continue forth to the next room.



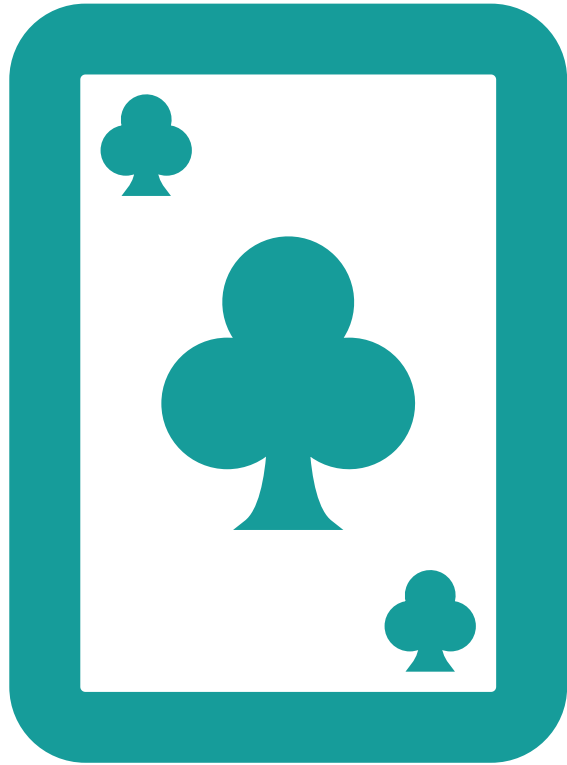
Gameplay Screenshot

During battle



After battle





Features (To be expected at least)

1. Strategic attacks
2. Varied enemies (3-5 set enemies or random enemy assets with randomized stats)
3. Upgrade mechanic for each win(e.g. upgrade the knight for better melee. Should increase difficulty of enemies though)
4. Typing (e.g. Pokémon typing)
5. Stamina bar so there can be risk when doing dual attacks.
6. Turn based (No individual HP bars for each card, you just have one HP bar and that's about it for less complexity)

PILLARS



50%

The part where you fight strategizing which out of the 4 cards to choose and whether to use 2 cards to do a dual attack and making sure not to waste stamina. Cool assets with cool animations included!

30%

The part where you finish the battle and now have a choice of healing or upgrading one of your cards. (Mayhap add a choice of increasing stamina?)

20%

Sound design. Loading screen to next battle.

Skills We'll Use

GIT-GITHUB

CLASSES(E.G.
THE 4
ADVENTURERS)

ARRAYS(E.G.
POTENCY OF
THE CARDS)

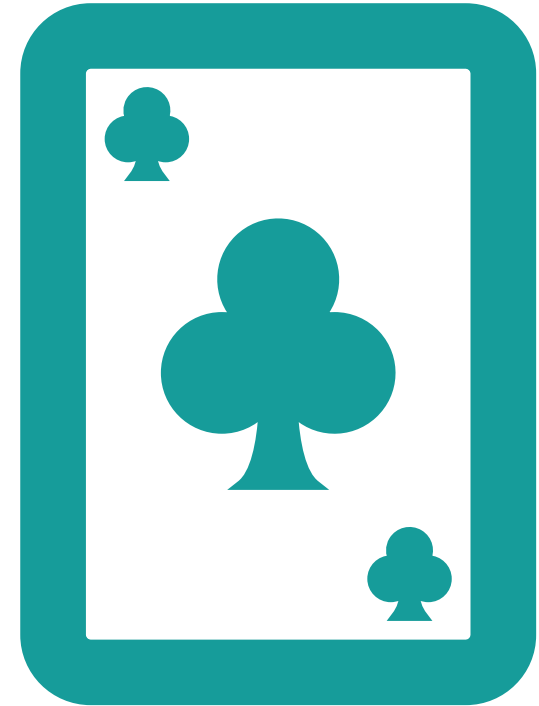
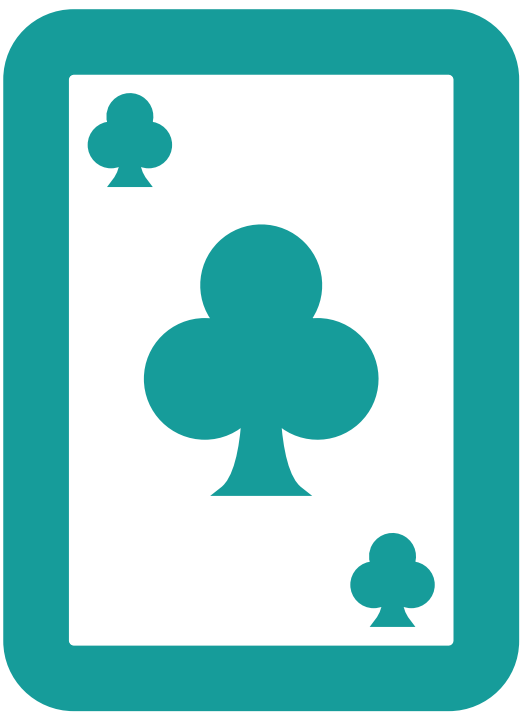
GRAPHICS(E.G.
THE CARDS, BG)

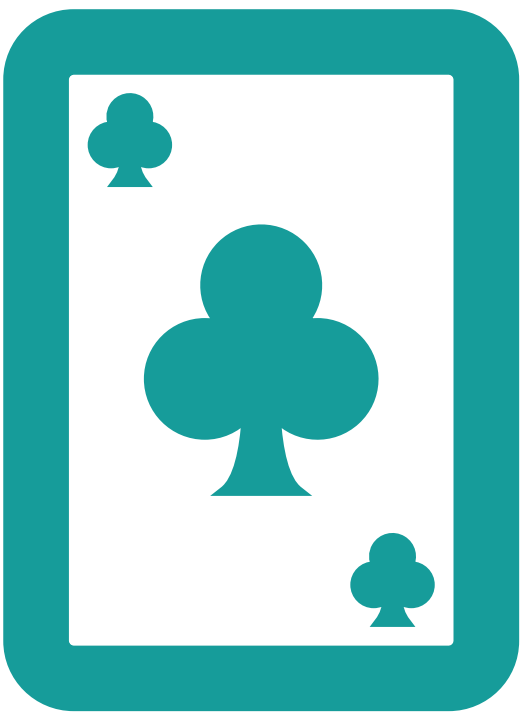
ANY KIND OF ART
SOFTWARE (AS
LONG ITS GOOD
AS PHOTOSHOP)

SFML VISUAL
STUDIO

TEAMWORK

DOCUMENT (E.G.
COMMENTS,
GOOGLE DOCS)





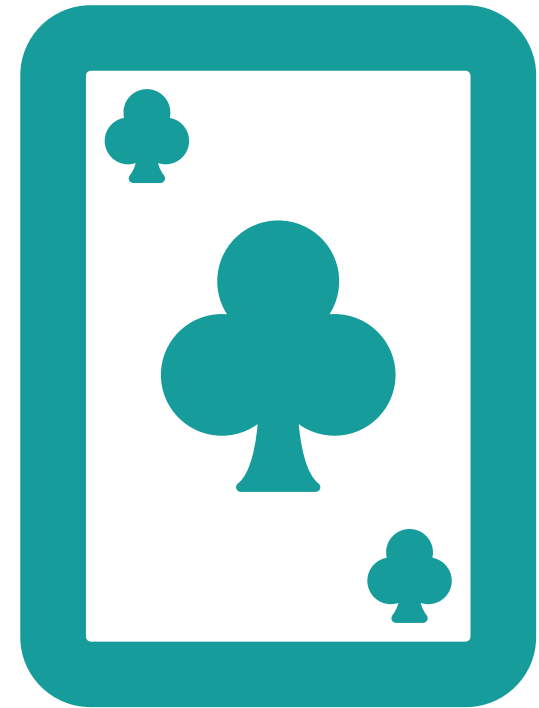
Why It's FUN To Work On This

It's fun when a game gets you thinking

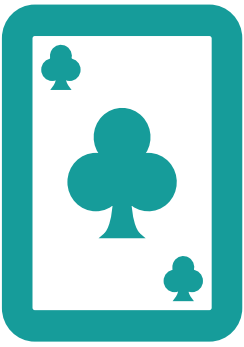
The way we can mess around with attack patterns.

Art style can be anything!

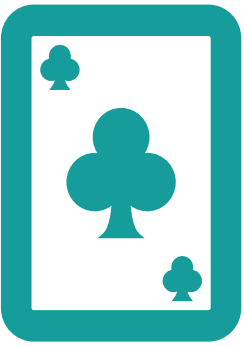
No end goal in the game (Well if you want an end goal, we could implement one! Freedom of ideas welcomed)



ELEMENTS



Calculation on how much damage you can do and how much the enemy can do to you (awareness of typing too what is most effective and least effective.) **[30]**



UI after battle = You can either upgrade or heal with points given. **[15-35]**

Assets and animations.(For attacks) The more creative and polished the cooler! **[10-40]**

Sound design. Anything Audio related. **[0-5]**

Loading screen to next battle. **[0-15]**

Usage of energy when performing attacks. **[0-15]**

Advanced addons (idk like every 5th room it's a boss...? More w/ stamina stuff?) **[0-25]**



Video. **[5]**

Basic gameplay shtuff. (Selecting card{s}. Selecting buttons for attacking or backing out. **[25]**

Project management. **[5]**

