

INFINITY TRAIN

DEV BOOK

Concept:

Roguelike game set in infinite train. Concept is based on the Adventure Time cartoon episode titled Dungeon Train.



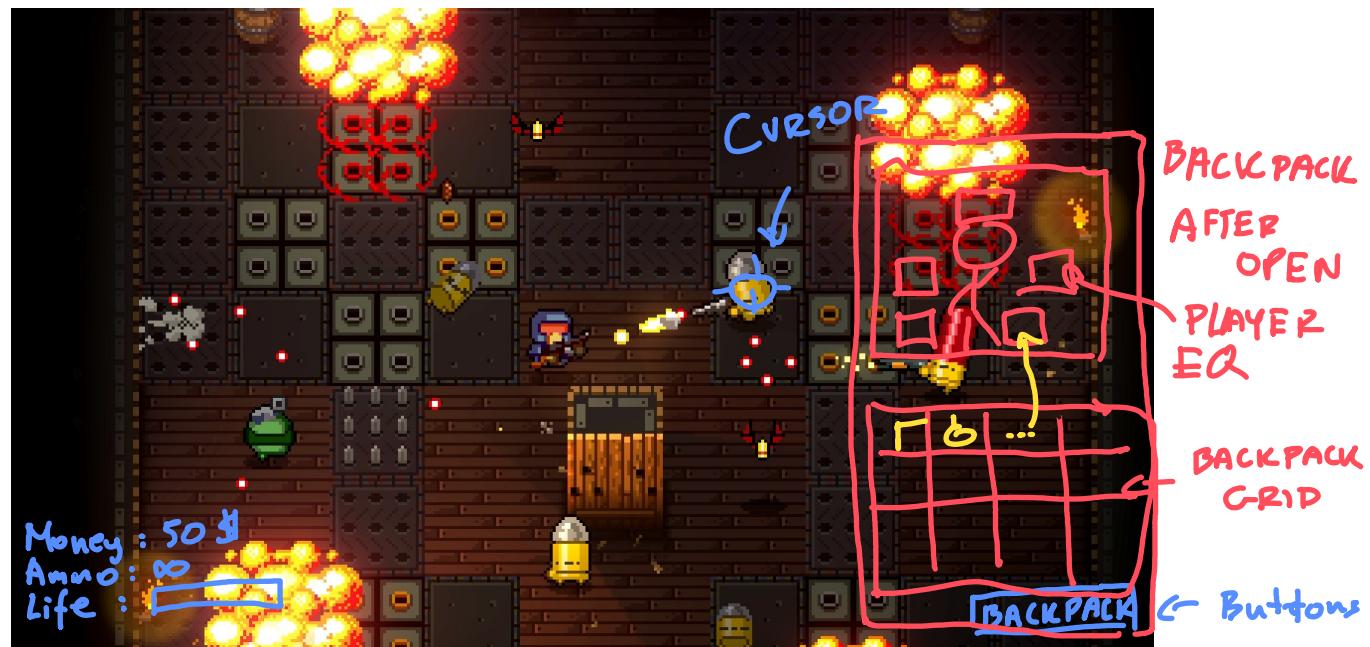
Mechanic:

Game will be the most similar to another rogue like game Enter the gungeon. It will be have similar movement style and shooting mechanic, but i want another mechanic for weapon. In my mind weapon will have some 'lifetime' like ammunition or wear, and I want cold armors and potions. Every item will be stored in backpack and you will be able to change what you currently using. In that case items will be very recently droped from opponents.

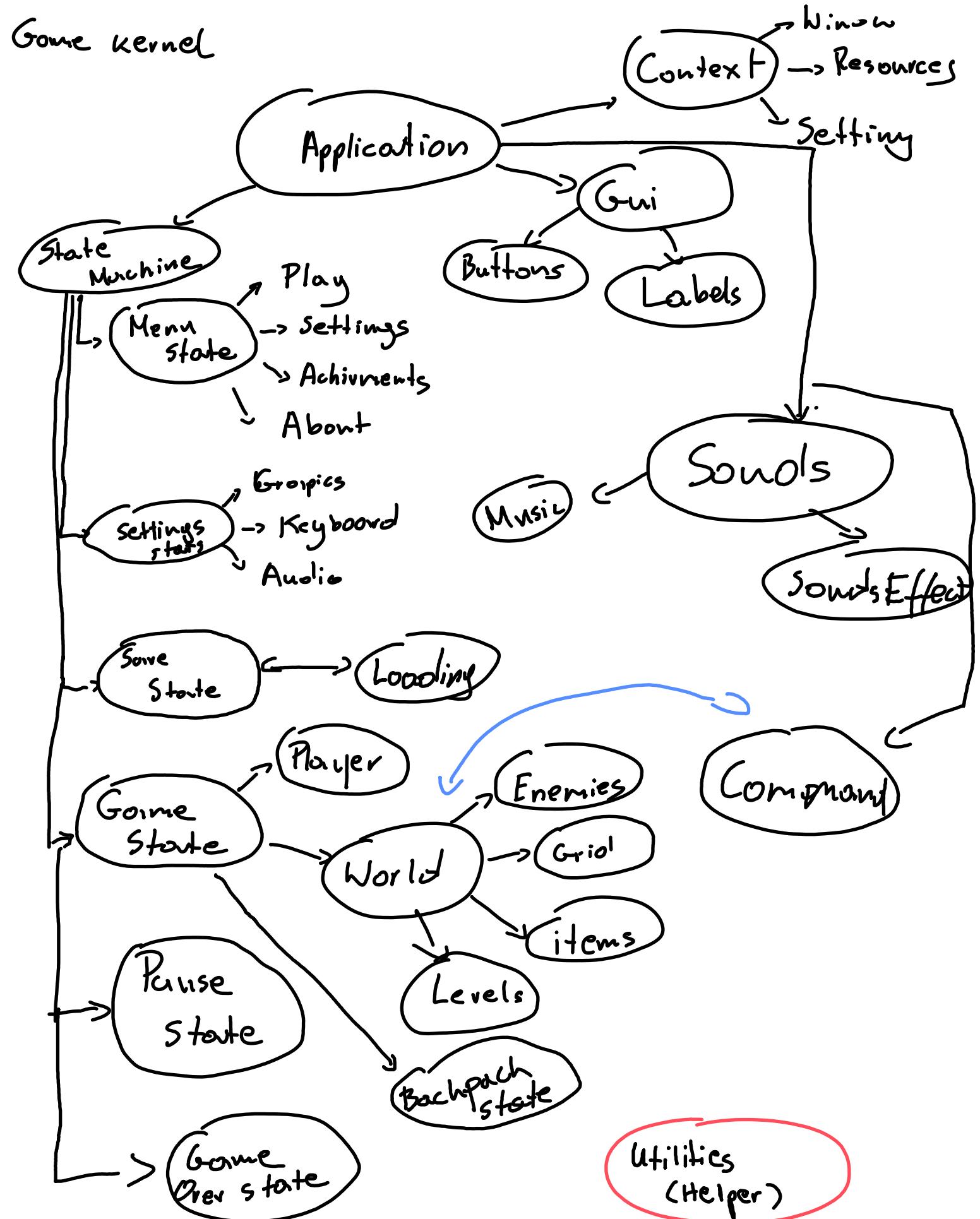
Levels (for start) will be similar to each other (same size of room) maybe with style style change. You will be come from bottom, destroy every monster in room and leave on top. There will be special rooms like shop, treasure room and boss room.

There will be few monsters. Each monster will have specific items they can drop. Level ends with boss room with special drop item

Example look:



Screen from Enter the Gungeon



MENU, SETTINGS, ACHIEVEMENT, ABOUT

SCREEN

INFINITY TRAIN



SOME GRAPHICS

MADE
IN SFML

Every thing here is simple. We have 4 buttons which everyone go to other state: Play - Game State, Settings - Settings State etc.

Settings is very similar only with options to change things. Achievements and About there is only text so it's not a problem.

Settings

INFINITY TRAIN

Settings

Resolution
Graphics → Fullscreen

Control → More

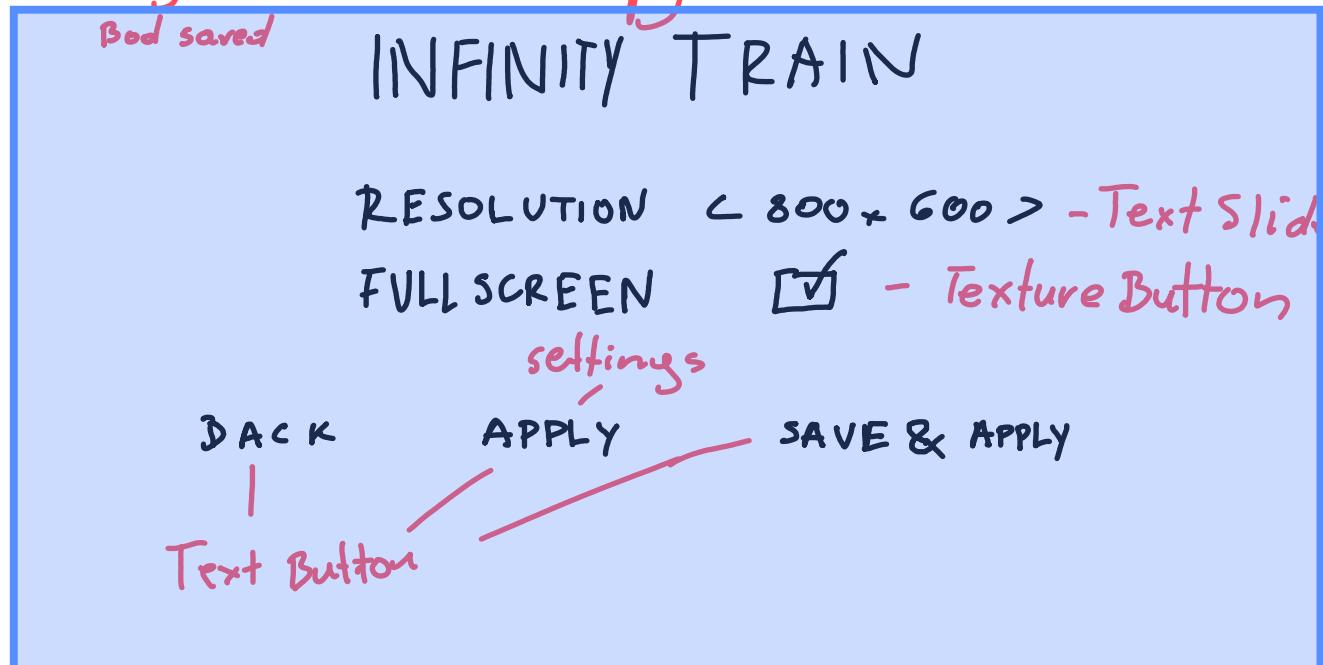
Audio → Sounds Volume
Music Volume

Save State

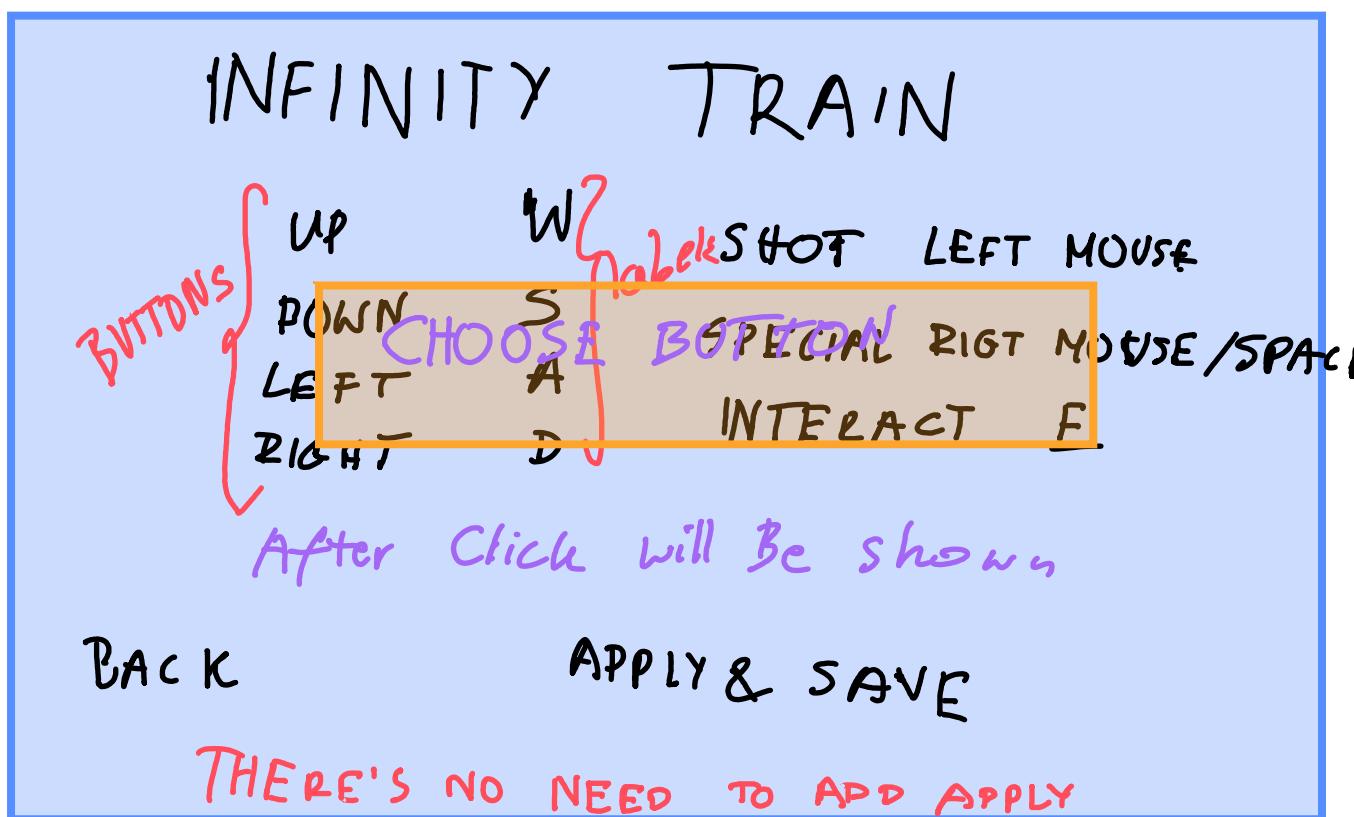
← BACK

Save state
save options
to settings
struct which
is in context

Look of Setting e.g. Graphics / Audio Settings is similar
After coming to this state copy settings



Control Settings



Context split to apply Graphics settings, Audio settings etc!