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***Game Analysis Document***

**Gauntlet**

**Video Game: Gauntlet (SEGA Master)**

## I. Genre Definitions & Conventions

### Genre or Genres

* + Action Game with *Dungeons & Dragons* Heroes
    - A action game revolves around one or more mechanics: accuracy, movement, quick decisions, reflexes, or timing
    - Progressively challenging gameplay that is easy to understand
    - Simple user interface, arrow keys to move, x is the main button (fire), and z is the secondary button (magic)
    - Short sessions, the game is fast paced and provides a time limit through the use of a constant health loss
    - Use of familiar visual elements, uses inspiration from DnD and translates the theme into pixel art
  + DnD Heros
    - Play as one of the main heroes against the waves of enemies

## II. Game System Elements

### Player Interaction / Mode

Single-player PvE (Player vs entities)

### Perspective

2D Top-Down

### Game Objectives

1. To survive as many levels as you can
2. To increase score

### Play

User controls a hero moving around corridor filled levels, fighting numerous enemies, taking out their generators, and looking for items such as keys to open locked gates and increase the score, but be quick as the health is always decreasing.

### Rules & Mechanics

* **Setup Rules**
  + Player picks character to play as one of four heroes: the Warrior, the Valkyrie, the Elf, or the Wizard
  + Players are spawned into the world.
  + Your avatar is the hero chosen.
  + Avatar health begins to decay by 1 for every second.
* **Core Mechanic**
  + Players choose a character and fight their way through hordes of enemies that attack them on the way to the end of each level.
* **Hero Mechanic**
  + Dependent on hero chosen stats will be different:
    - The Warrior - is strongest in hand-to-hand combat
    - The Valkyrie - has the best armor
    - The Elf - is the fastest in movement
    - The Wizard - has the most powerful magic
* **Items/Interactables Mechanic**
  + Food - will increase health by 100 and increase score by 100.
  + Cider - Looks like a plate of food, can be destroyed if shot.
  + Poisoned Cider - Looks slightly different to cider, will cause loss of special power, a potion, or 100 health if eaten. Shooting this will increase score by 100.
  + Keys - opens doors to access locked areas and increases score by 100.
  + Treasure - increases score by 100 for collecting.
  + Magic Potions - clear the screen of all enemies.
  + Amulet - Makes the user invisible for a short time, enemies will not attack during this time.
  + Transporters - Glowing reddish discs on the floor, transports you to the nearest visible transporter.
  + Traps - Glowing patterns on floor that will make some walls disappear when stepped on.
  + Exits - Labeled holes on the floor that lead down to the next level or other specified level.
  + Doors - If the user has a key then touching the door will open it.
* **Point Scoring Mechanic**
  + Items can give scores, look at items/interactables for details.
  + All treasure adds to the user’s total score, treasure rooms will appear at random intervals between the levels. The player(s) have a fixed time to collect as many valuables as possible and reach the exit. A bonus will only be awarded if the player reaches the exit..
  + Enemies and generators will also give points towards score when taken out, hand to hand combat is worth more points.
* **Combat Mechanic**
  + Players will have two main ways to attack, the main button to fire a basic attack, and the secondary button to use potions/magic.
  + There’s six types of enemies the player can face (some have generators that can be taken out):
    - Ghosts - Hit the player once and disappear.
    - Grunts - Run up to the player and hit them with their clubs.
    - Demons - Will try to shoot the player with fireballs if they can and when they get close to the player they will bite as well. Fireballs hurt more than biting does.
    - Lobbers - Will try to lob rocks over the maze walls and other objects to hit the player. They will also run away when getting too close to them.
    - Sorcerers - Try to trick the player by disappearing whilst moving. When they are invisible, player shots go through them.
    - Death - Death will drain health from the player, He will take up to 200 health and then die. The only way to kill Death is with magic.

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### Resources

Resources are connected to the item's mechanic. Collect items to aid in gameplay and increase score.

### Boundaries

There’s wall tiles and doors that restrict player movement on each level.

**Outcomes**.

* Hero will either die eventually, levels are unlimited.
* Heroes can die from health decay (acts as a time limit).
* Heroes can die from enemy hordes.
* **Win Condition:** Beat as many levels as possible, you can also reach a new high score each run.

## III. Dynamics & Aesthetics

### Dynamics

* The player's choice of hero will influence the playstyle they should use in the game.
  + Ex. the warrior is better at hand to hand combat, meaning engaging with enemies up close is better than far away
* Players can learn the the different ways to encounter each enemy type, changing how the encounters of each floor work from the last
* Item use is important, players can hold onto potions for a toucher enemy or getting in a sticky situation

### Aesthetics

Which aesthetics does the game employ?

| **The 8 Kinds of Fun (**[***article***](https://medium.com/@mattfenner/8-types-of-fun-in-video-games-4b38104e6532)**)** | -- / o / X (none, minimal, significant) |
| --- | --- |
| 1. Sensation | -- |
| 1. Fantasy | X |
| 1. Narrative | -- |
| 1. Challenge | X |
| 1. Fellowship | -- |
| 1. Discovery | o |
| 1. Self Expression | -- |
| 1. Submission | **--** |

This game employs mostly the Challenge and Fantasy aesthetic. Inspiration of *Dungeons & Dragons* as the overarching theme, characters, enemies, and environments give the sense of fantasy in game. The game is also challenging and requires players to learn and improve to achieve higher levels and score. There’s also a hint of discovery in Gauntlet, as the player can find items and hiddens doors/rooms when going through levels.