# [INSERT TITLE HERE]

Theme:

Your life is currency.

## Genre:

3D Top-down dungeon crawler.

## Design brief:

Your character has to adventure through procedurally generated mazes, completing objectives to earn rewards. The rewards are Blood Packs, these can either be used to heal the character or sold for equipment. Health doesn’t regenerate. Players buy equipment in the hub area between levels. Player can go to a blood bank to get more Blood temporarily but it has to be paid back after a certain amount of time. Like a debt.

Levels are procedurally generated in order to make less content more replayable. Each level will be different. There will be three tiers of level. Based on difficulty. Level one will be you have to collect x amount of tokens throughout the level. The level wont be complete until all have been collected. This level will feature simple enemies. With no real AI.

Level 2, players will have to find three of a certain colour gem? Before completing a level. This will have the same type of enemy but it does more damage.

Level three will not have any collecting. Instead it will have Only enemies and you have to hunt them all down before continuing.

Enemies, depending on difficulty will drop a certain amount of blood to pick up.

Assets:

##### Levels:

* Base wall asset
* Base floor
* Simple Gem?
* Complex Gem
* Blood pack Drop item
* Basic Enemy
* Middle Enemy
* Hard Enemy
* Blood splatter effect?

##### Hub

* Merchant Stall
* Bank with simple interior
* Vendor NPC
* Simple town background
* Sky box
* Lights

##### Menus:

* Start menu
* Pause menu
* Game over
* Merchant menu for buying items
* Banker menu for loaning blood

##### Audio

* Buy item sound
* Loan sound
* Enemy Death sound
* Enemy Injure sound
* Success sound
* Pickup Gem sound
* Game over sound
* Tap button sound
* Walk sound
* Projectile sound
* Leech sound?
* Menu music

Items

* Bloodpack
* Sword
* Bow
* Arrows
* Gem simple
* Gem complex
* Leech Spear

##### UI

* Blood count. Max of 100-200.
* Objective counter. How many items left to collect?
* How many enemies left to defeat?
* Button prompt.