# Group 2 Project ‘X’ Design Document

Project X is a top-down procedurally generated roguelike shooter. The core mechanic that has been changed in relation to the brief is the removal of a traditional movement mechanic, being replaced instead with a ‘kick-back’ based knockback system.

## Genre Description

Roguelikes can be defined by two main properties – permadeath and no permanence. Permadeath defines the fact that when the player character dies, they cannot be used anymore. A lack of permanence describes the notion that no attributes from a previous ‘run’ of the game carry over to the next.

## Desired Player Emotions

### Hard Fun

Hard fun is offered through not only the conventional challenge typically seen in Rouge-like games, but also through the difficulty in mastering the core knock-back based movement mechanic. Moreover, due to the lack of permeance offered by the game, success in a ‘run’ of the game is determined almost entirely though player skill – this consequentially gives clear feedback to the player in regards to how far they are progressing through the learn, practice, master loop.

### Easy Fun

Elements of easy fun are present and expressed through the curiosity driven exploration of the procedurally-generated dungeons, as well as through exploring the game’s unique core movement system.

### People Fun

Light elements of people fun are present through the games’ local scoreboard system.

### Fiero

Fiero is expressed as the game escalates to a point of climax along the dramatic arc – this is primarily driven by an escalation of difficulty over time, thereby increasing uncertainty.

## MDA Analysis

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| **Mechanics** | **Dynamics** | **Aesthetics** |
| Permadeath –  Once the player character dies, the ‘run’ ends and all attributes (items, buffs etc..) are lost. | Accurate Movement vs Killing Enemies –  Players frequently have to balance whether or not to attack enemies or focus on optimising their movement | (See above “Desired Player Emotions” column) |
| Shooting/Kickback –  The core weapon, in addition to be used to kill enemy NPCs, is also the primary movement mechanic. |  |  |
| Heart-Based Health System-  On contact with enemies (or enemy projectiles), the player character loses a heart. Once all hearts have been lost, the player character dies and the run ends. |  |  |
| Procedurally Generated Dungeons –  Levels are algorithmically generated to create high levels of replayability. |  |  |