**Game Design Document (Dungeon Game)  
Introduction:  
-Game Title** -Title of the Game **-Summary** -Summary of The Game **-Theme And Genre** -The Theme  
 -The Games Genre **-USP (Unique Selling Point)** -The Games Unique Selling Points and Why. **-Art Style** -The Art Style Iam Going For **-Features/Mechanics** -Important And/Or Fun Features/Mechanics **-Content** -What can you do in the game  
  
  
  
  
**Game Title:**  
**Dungeon Dweller**  
  
**Summary:**  
**Main Gameplay:**  
In this dungeon exploration game, players navigate procedurally generated maps filled with dangers and rewards. Each run presents a unique challenge, featuring at least one Boss Room and three Treasure Rooms.  
**Equipment and Buffs:**  
Players can upgrade their equipment using loot collected from defeated enemies and treasure chests. They gain temporary buffs or blessings that provide unique abilities, allowing for strategic decision-making against formidable foes.  
**Goal:**  
The ultimate goal is to defeat the dungeon boss and claim valuable rewards, encouraging players to hone their skills and explore deeper with each attempt.  
**After Each Run:**  
After each run, players earn XP and Coins/Gems, which can be used to unlock new mechanics and features, improving their overall experience. Coins and Gems can be spent in a shop for rare items to further enhance their equipment.

## **Theme And Genre:**

## **Theme: Medieval/Mythology Genre: Action-RPG and RogueLite** Because of the Exploration of the dungeons and it being Randomly Generated. They unlock items and can upgrade them. you still keep your Equipment after death meaning its more of a Roguelite then Roguelike.