**Dreamscape Design Document**

**Theming**

The world is a dream/nightmare scape. Death relates to starting a new dream.

**Main Features**

Turn based.

Full random generation of the levels occurs once.

Dying causes the level to alter in some significant way, but does not completely rebuild the level.

Dying is permanent, but certain “feats/quests” completed in the dungeon may grant permanent upgrades, but only if the player is able to return to the overworld.

Once every X levels the player is able to return to the overworld and sell items to vendors – these items persist for all characters and can be bought again after dying.

**Overview**

The game is made of an overworld and playable levels. The player starts in the overworld, enters the level portion of the game, and plays through levels until reaching a final segment. At predetermined points the player can return to the overworld to interact with npcs.

**Levels**

Each level has a beginning and exit. To complete the level the player will have to complete some task within the level and reach the exit without dying.

1. Ideas for level objectives
   1. Retrieve key(s) to unlock gate
   2. Complete some puzzle

**Random Generation**

Random generation of each level occurs once and upon dying parts of each level have a chance of changing.

**Character**

The players character has a main progression system which increases the players power as they progress through the dungeon. This progress is wiped upon dying.

The player can choose from several classes, each with their own passive and four abilities. After dying the player can choose a new class.

The player can equip items and abilities(?) they find throughout their journey and sell them in the overworld.

**Classes**

Weaver

The weaver does not get any in-combat bonuses. Instead, the weaver gets bonuses when building levels. They have more control over the types of enemies, traps, and room placement.

Time Mage (Retrocog?)

The retrocog is a time based sorcerer. They control when and sometimes how events occur.

Debuffer (Warlock?)

The warlock wields poisons and curses and drains the life from those around themselves.

**Monster Behavior**

Monsters have an aggro distance

Once aggroed monsters will not stop chasing you

**Combat**

**Ideas**

Chess like movement patterns for different characters.

Each stage can be escaped, but the monsters respawn. (Dark Souls/Metroidvania like)