



## PHASE 1

### Brief Introduction

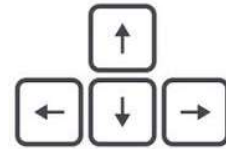
Rokue-Like is a game of adventure and exploration, the name is a play of words for the game genre “rogue-like”. The game takes place on a dungeon where the hero is trying to find a sequence of runes which unlocks doors to other halls and rooms in the dungeon. The game starts when the hero enters the Hall of Earth and starts looking for a rune. During that journey, different monsters may show up and try to catch attack the hero, who should try to escape or distract them. The hero must find the rune before the time runs out. During hero’s journey some hints will point the hero to correct direction. Once hero finds a rune, the hall will be marked as complete and the hero can travel to the next hall. Some enchantments will be available, like extending the remaining time. The game is when the hero fails to find the next rune within the time limit. If hero manages to find all the runes, then hero will be able to exit the dungeon.

Consider the illustrations on the following pages and the accompanied graphics asset packages just as a guideline; do not let them limit your creativity and artistic liberty, you don’t have to follow them pixel by pixel. Feel free to use your own graphics/audio and enhance the visual design of the game.

## 1. Gameplay:

### 1.1 Hero actions:

The hero walks around using **the arrow runes**, going to the east, west, north and south but cannot pass through walls. Hero can only open the exit door of a hall if he/she finds the rune. The game starts from the Hall of Earth. Finding the runes one by one, the hero's aim is to travel through the following halls of the dungeon in the given order: Hall of Earth, Hall of Air, Hall of Water, and Hall of Fire. Once the hero finds the last rune on the Hall of Fire, the game ends and the hero wins.



To find the runes, player clicks with the mouse on the objects, if the rune is there it appears and the door is opened making a sound. Hero can only click the objects which he/she is next to. Hero has a bag to collect the enchantments and keep them for later use. The details of enchantments are explained in section 2.2. While collecting enchantments and searching the runes, the hero also needs to avoid the monsters. The details of the monsters are explained in section 2.1.

## 2. Game objects:

### 2.1 Player



This is you! The hero of the game! and now the adventure of your life awaits. Where? How? Why? These are all very good questions.

### 2.2 Monsters

While walking around, the hero faces some monsters who try to kill the hero or prevent her/him from finding the runes. All of the monsters appear randomly in the halls every 8 seconds and the type of the appearing monsters is also determined randomly. The monster stays in the hall and cannot go to the next hall. So, when the hero finds the rune and goes to the next hall, the monster can not follow him/her.



- **Archer monster:** This type of monster appears in a random location in the hall and shoots an arrow every second. Think of the hall map as a grid. If the distance between the hero and the archer monster is less than 4 squares, then he/she will

lose a life. The hero has three lives at the beginning of the game. He/she can collect extra lives during the game (see Section 2.2., extra life enchantment). Also, if the hero wears a cloak of protection, then he/she can get close to the archer monster without being noticed (thus not losing a life).



- **Fighter monster:** This type of monster tries to kill the hero by stabbing him/her with a dagger; because of the short reach of the dagger monster must be right next to the hero in order to stab. Fighter monsters can not see far therefore they walk around randomly. However, fighter monsters have a keen sense of hearing. When the hero has the luring gem

enchantment, if she/he throws that enchantment object, he/she can fool the monster to follow the sound from the enchantment object. For example, if the hero throws the luring gem enchantment object to the opposite direction where he/she wants to go, then the monster will go towards the luring gem's direction. The cloak of protection does not protect the hero from the dagger stab of fighter monsters



- **Wizard monster:** This type of monster does not attack the hero but it teleports the rune randomly every 5 seconds. As implied by the name, this type of monster has magical abilities. They do not walk around, they stay wherever they appear, and the hero cannot see how the rune is teleported between different

objects in the hall.

Note that if the hero loses all her/his lives, the game is over. The monsters should only appear in the empty locations of the hall.

## 2.3 Enchantments

Enchantments help the hero escape from the monsters and find the runes easily. A random enchantment appears every 12 seconds in a random location. They disappear if the hero does not collect them in 6 seconds. To collect the enchantments, player needs to **left click with the mouse** to the enchantment. Unlike the regular objects, the hero is not required to be next to an enchantment to collect it. Extra time and extra life enchantments have their effects applied the moment they are collected; other enchantments are stored in the hero's bag for later use when collected.

- **Extra time:** The game starts with a building mode where the player designs the insides of the halls. In each hall, there are minimum criteria to fulfill (See section 3.1.). The time limit in each hall is 5 seconds for each object present in the hall. For instance, if there are 5 objects in a hall where the rune can be

hidden under, then the time limit for that hall is  $5 \times 5 = 25$  seconds. When the user collects an extra time enchantment, 5 seconds are added to the hero's timer.



- **Reveal:** This enchantment gives a hint about the location of the rune to the hero. Once collected, it goes to the hero's bag; as long as the hero has the hint enchantment it can be used whenever player wants or it can be kept for use during the following levels. To use this enchantment, player uses the **R** button on the keyboard. Then, a rectangle of size  $4 \times 4$  is highlighted where the rune is hidden. In other words, the hint shows a small region containing the rune; rune can be in any one of the 16 squares, it does **not** have to be on the center. The highlight/border stays visible for 10 seconds and then disappears.



- **Cloak of protection:** This enchantment hides the hero from being seen by the archer monster. To use this power up, player clicks the **P** button on the runeboard. Like reveal, player can use this enchantment as soon as he/she has it or can save it in the bag for later use. When the hero wears it, its protection lasts for 20 seconds.



- **Luring gem:** This enchantment is used to fool the fighter monster. To use it, player clicks the **B** button and then one of the following buttons **A**, **D**, **W**, or **S** to decide on which direction to throw the lure. A:  $\leftarrow$ , D:  $\rightarrow$ , W:  $\uparrow$ , S:  $\downarrow$ .



- **Extra life:** This enchantment increases the hero's lives by one. Like extra time enchantment, the addition of the extra life happens the moment it is collected.

### 3. Game view structure:

#### 3.1: Build Mode:



The game starts in the build mode (after play a new game is clicked from the main menu). In build mode, player designs the insides of the halls by placing objects. The minimum criteria for each hall is as follows:

- There must be at least 6 objects in the earth hall.
- There must be at least 9 objects in the air hall.
- There must be at least 13 objects in the water hall.
- There must be at least 17 objects in the fire hall.

Overall map will be a grid world. You can use a fixed size for your map and the objects or you can make it responsive according to the screen size. Feel free to use artistic liberty with the graphical assets, overall design and UI as long as it includes at least the same functionality; also feel free to be creative with the objects. In other words, you can use objects other than the ones shown above or provided in the graphical assets package.

The game should contain either menus or small buttons that provide the following features:

- **Pause/resume:** the user should be able to pause the game during game play and resume later.
- **Help screen:** there should be a help screen explaining the game objects hand features, and how to play.
- **Main Menu screen:** This is the first screen which greets the player, it appears when the game executable is launched. It should contain only the following three buttons: Start a new game, Help and Exit. If the user clicks the “Start a new game” the game should proceed with the building mode initialized with empty halls.

## 5. Credits:

Give proper credit on your game (by including a credits.txt in your git repo) if you use any of the graphics from the respective game asset packs included in the provided graphics asset package. (see credits.txt in the rokue-like assets.zip)