



Pixel dungeon

Art style: Fez
 Level style: DS Street Past Quest
 Combat: Simple Turn Based RPG.
 Story: The Cube (film) meets games

Game

Player takes their pixel avatar through randomised 2d dungeon rooms delving deeper into each level in the dungeon, fighting awesome monsters and finding epic loot. They wake up in the dungeon, woozy and without knowing who they are, a single magic pixel - which turns out to be their own endless chatty inventory box guides them. Each time running through the dungeon is different and randomised. At the end, they get teleported to the beginning of a new dungeon. This time with their loot and a bit more of their story, but the dungeon is different, harder. Then can go back to the previous rooms if they wish. Once a room has been visited it stays that way for that player.

Battles

LVL1 has LVL1 monsters with 1HP and they do 1DMG.

LVL2 has LVL2 monsters with 2HP and their attacks do 2DMG.

The player finds hearts from a boss on each level allowing them to level up.

Loot

When a player kills a monster they get choice of 6 things. The level of these things are the same as the level they are found on and effects change accordingly.

Weapon. - LVL1 sword does 1DMG and can be used 1 time.
 Spell - LVL2 ice spell does 2DMG and freezes enemy for 2 rounds.
 Armour. - LVL4 Fire armour has 4HP before breaking. Enemy Fire DMG is halved.
 Item - One time use. Potions / teleport / summon? / rares?
 Trinket - LVL5 strength ring gives +5DMG for 5 rounds before breaking.

Classes

While there are no classes. If player always selects a spell drop, he'll accumulate mostly spells. So class is based on item usage and equipment etc.

Mechanics

- Combining? Crafting? LVL4 sword + LVL4 fire sword? > Version 2?
- Secret rooms. Key rooms. Locked rooms. Silly rooms. Rooms that reveal story. And change encounters. Super rare rooms.
- Gamer knowledge. Rooms with symbols from games, fight lolcat bosses, box says 'hey! listen!', end says 'sorry your memory is in another dungeon etc etc'
- Player will need a basic attack for when items run out.

Other ideas

multiplayer - play someone else's dungeon. or a friends dungeon if they complete the dungeon, they become the boss of that dungeon. The explored rooms stay the same etc. The unexplored ones the new player can go through.

gestures - can you see the other side of a wall? spin the room round? paper mario style?
 - cast spells with gestures?
 - weapons use gestures?

seasons - some rooms only appear on different days. some rooms are different based on the time of day

Scalability

How easy would it be to add more levels? Can this be done dynamically?

Story

Why are they doing it? Does anyone know? Are peoples dungeons connected? Perhaps link them?