Dungeon Assault

# Concept

Dungeon Assault is a game intended for the mobile platform. The idea is a mixture of Dark Souls difficulty and boss design mixed with the gameplay of Zelda: A Link to the Past. Users will progress through dungeons with bosses ascending a tower or delving into a dungeon. Each boss and boss arena is randomly generated.

# Rules

* User is bound to the room.
* Bosses are randomly generated from a list of components.
* Boss Arenas’ are randomly generated from a list of components.
* User progresses through the arenas as quick as possible.
* User only has 1 life and will have to start from the beginning again upon death.
* Fights should be 5-10 minutes in length.
* Players are able to save an return between fights.

# Requirements

## Gameplay:

* Top down view.
* Basic player controls (WASD)
* Touch screen analog stick and 3 buttons.
* Player interchangeable weapons.
* Player interchangeable armor, affecting speed movement.
* Generating bosses.
* Generating arenas.
* Boss AI
  + Each boss component will probably have its own AI, so each component has readable patterns the player can learn.
* Minion AI

## UI:

* Touch screen analog stick and 3 buttons.
* Pause screen.
* Player equipping screen.
* Options.
* Boss and player health HUD.
* Main menu.
* Store.
* AD location.

## Art:

* Player
  + Multiple skins
  + Multiple weapons
  + Multiple armor types.
* Boss Components
  + Bodies
  + Legs
  + Arms
  + Heads
  + Weapons
* Boss Arenas
  + Floors
  + Walls
  + Towers
  + Traps
* Boss spawn-able minions

## Audio:

* Main menu music.
* Progressing game music
* Player noises
* Boss noises
* Player interaction SFX
* Minions SFX
  + Most easily just pitch boss noises.

# Resources

Font:

Music: <http://www.bensound.com/royalty-free-music>

Textures: <http://www.textures.com/>

# Tasks

* Create base player
* Create base generating arena
* Create base AI systems
* Create base generating boss
* Create bass main menu
  + Enter game
  + Basic options
  + Store
  + Equipment screen
* Create pause screen.
* Create touch screen controls.
* Create progressing system
* Create equipment system.
* Create save system.
* Add art, animation, and sound systems.
* Re-iterate and polish.