

Sleep After Dungeon

By Cobie

Influences

- Enter The Gungeon
- Souls-games
- Taiko
- Borderlands
- TERA Online



Description

Top-down dungeon crawler bullet hell rogue-like RPG.



Goals

- Make a game that I would like to play
- Game balanced for a higher skill ceiling
- Memorable mechanics

Inscribed Layer

Mechanics

- Objectives - Short-term: Clearing the next room, Mid-term: Exploring the whole floor and defeating the floor boss, Long-term: Reaching the last floor and beating the final boss
- Decisions - Choosing what weapon to start the playthrough with can give Players variety in playstyles each with their own advantages and disadvantages. With larger number of random rooms in a map will make the player choose between exploring more rooms to get more resources or save their health to try and fight the floor boss and progress.

Inscribed Layer

Mechanics

- Player Relationship - player vs game, protagonist

Inscribed Layer

Mechanics

- Rules - Explicit: find and defeat floor boss to progress without dying.
- Implicit: The bosses and regular enemies get more complex and powerful with each floor progression.

Inscribed Layer

Mechanics

- Boundaries - Within the walls of the dungeon. Health is your main game resource that you must balance and maintain.
- Resources - Attribute: Health

Inscribed Layer

Mechanics

- Spaces: Each floor map is randomized forcing the player to choose their own path to find the boss room without losing too much health to regular encounters. Exploring is important because you need to find and defeat the boss monster to progress to the next floor and unlock NPCs and new weapons.
- Movement: The player has access to a dash movement that allows them to more easily maneuver through hazards and obstacles in rooms

Inscribed Layer

Mechanics

- Landmarks: Player spawns in a designated/marked starting room in each floor and boss rooms are also marked.
- Experiences: Different trap rooms and enemy spawns will give unique challenges in movement and combat for the player.

Inscribed Layer

Mechanics

- Tables - To balance and test different health and damage values for player's weapons and enemies. Record how many hits a player receives and how many times a player was downed in their playthrough before fully losing or beating the game.

Dynamic Layer

Mechanics

- Inscribed rules - Attack, dodge, parry
- Procedure - Players use those tools to challenge the rooms

Dynamic Layer

Mechanics

- Meaningful Play - Parrying successfully has a powerful feedback and rewards player with a stronger attack. Upon defeating a floors boss you unlock new floor. And if you fully explore certain floors you can find NPCs.

Dynamic Layer

Mechanics

- Strategy - Player must resource manage with their health bar to decide whether they should focus on exploring the whole floor or challenging the boss as soon as they find it in order to progress to the next floor.

Dynamic Layer

Mechanics

- House rules - Players may impose certain challenge rules on themselves like doing deathless or hitless runs.

Dynamic Layer

Mechanics

- Player Intent - Achievers and Explorers
- Achievers: Players will try to beat the game with minimum hits or downed states.
- Explorers will try to find every room on each floor to find unlockables, resources, and NPCs.

Since its player vs game, cheaters are not heavily shunned as they can still find enjoyment in breaking such a challenging game and progressing more than they would playing cleanly.

Dynamic Layer

Mechanics

- Outcome\
- Immediate: How well each room clear goes when exploring floors. How much health the player loses or if they get downed.
- Quest: Rescuing NPCs can unlock new weapons or alternative story endings.
- Cumulative: unlocking new weapons and NPCs or focusing on progressing to new floors
- Final: beating the final boss

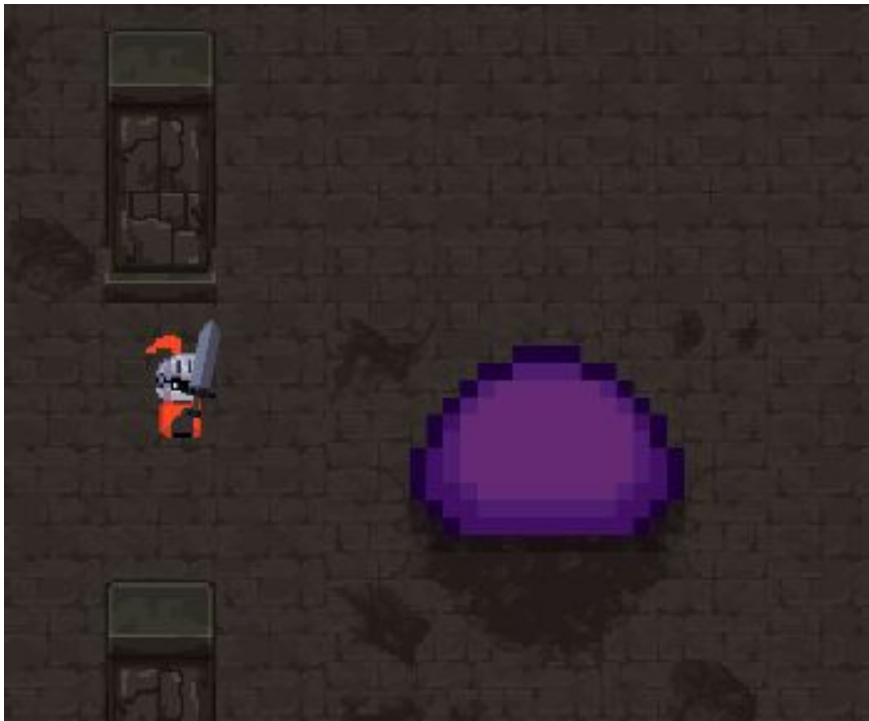
Cultural Layer

Mechanics

Game Mods: possible randomizer mods that make floors enemies and even weapons in each instance random so the players must constantly adapt and have knowledge of the game.

Inscribed Layer

Aesthetics



Dynamic Layer

Aesthetics

- Procedural: Sound design for orchestral theme combat encounters. Attack particles that show the impact of enemies attacks
- Environmental: Dark environment of a dungeon and eerie silent hallways with echoing footsteps in the dungeon. I am at least partially colorblind so I would might have already incorporated colorblind mode.

Cultural Layer

Aesthetics

- Game art: the art in my game is either bad or non existent.
- Fan art: I made the playable character kind of generic with helmet and a cape.
- Gameplay: hitless runs in a game meant to be challenging.

Inscribed Layer

Technologia

- State Tracking: Rooms cleared, floors clear, bosses defeated, damage taken, number of death
- Progression: Unlocked weapons

Dynamic Layer

Technologia

- Enemy AI
- Balance of game

Cultural Layer

Technologia

- Updating the game to higher pixel count sprites
- Autoclickers

Assets

For Player and their weapon

- spritesheet
- movement script (and dash)
- health script (take damage)
- attack script
- animator controller and clips
- healthbar UI
- sounds

Assets

For maps

- tilemaps

- tile palettes

- tiles

- spritesheets

- collision boxes (triggers)

Assets

For enemies

- movement, health and attack script

- spritesheet

- animation controller and clips

- sounds

Assets

For boss enemies

- movement, health and attack script

- spritesheet

- animation controller and clips

- sounds

Assets

For UI

- game state machine and scripts

- spritesheet

- materials