

Sleep after Dungeon

Concept and storyboard

Inscribed Narrative

Premise

Top-down dungeon crawler pseudo rogue-like RPG

Inscribed Narrative

Setting

A fantasy world with monster-filled dungeons and adventurers that explore and conquer said dungeons for fame and fortune. Dungeons have multiple floors that get more dangerous the lower you descend. In one of 5 extremely dangerous and famous dungeons where only the most veteran adventurers can explore.

Inscribed Narrative

Character

Unnamed knight that is strong enough to be in the final floor of the previously mentioned dangerous dungeon. By default wields a sword, but is proficient in other weapons once unlocked by the player. They can not die.

“There ain’t no rest for the wicked.” - Cage the Elephant



Inscribed Narrative

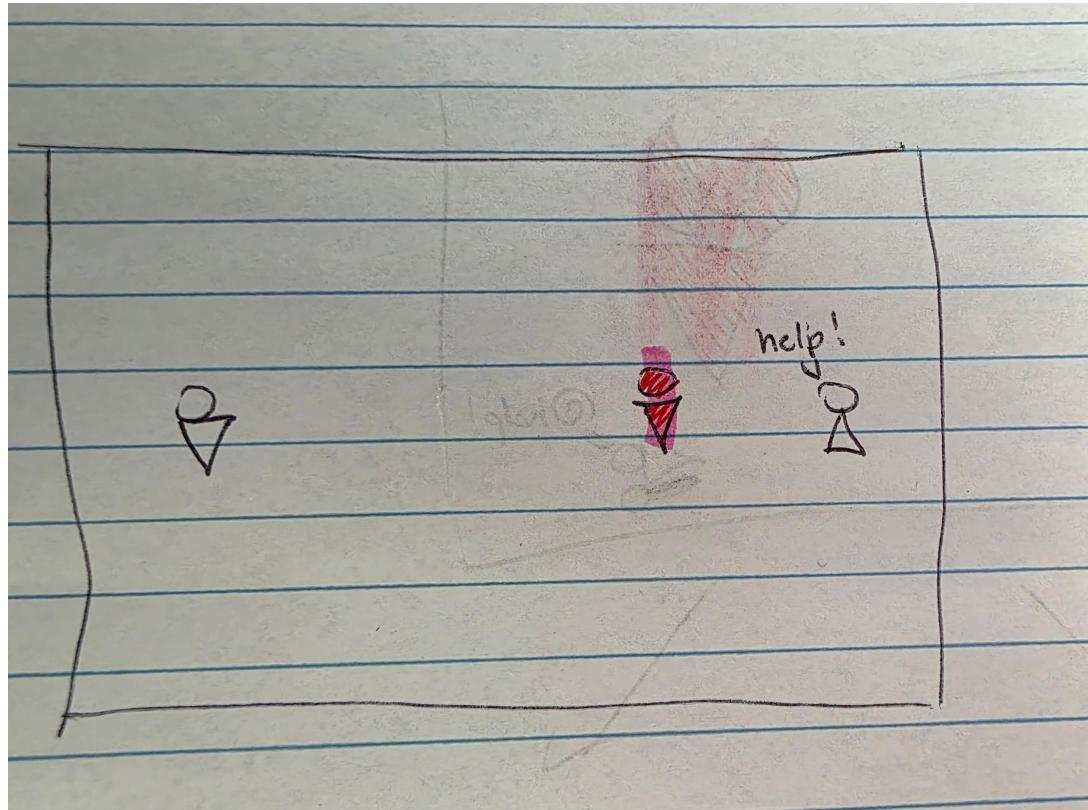
Plot

Player takes control of the knight as he encounters a hostile force in the final boss room of the dungeon. The knight is killed, but instead of staying dead he climbs out of the afterlife and finds himself revived somewhere in the upper floors of the dungeon. The knight must fight their way back through the dungeon defeating floor bosses and encountering other adventurers before having a rematch with their killer and completing their REVENGE.

Inscribed Narrative

Exposition

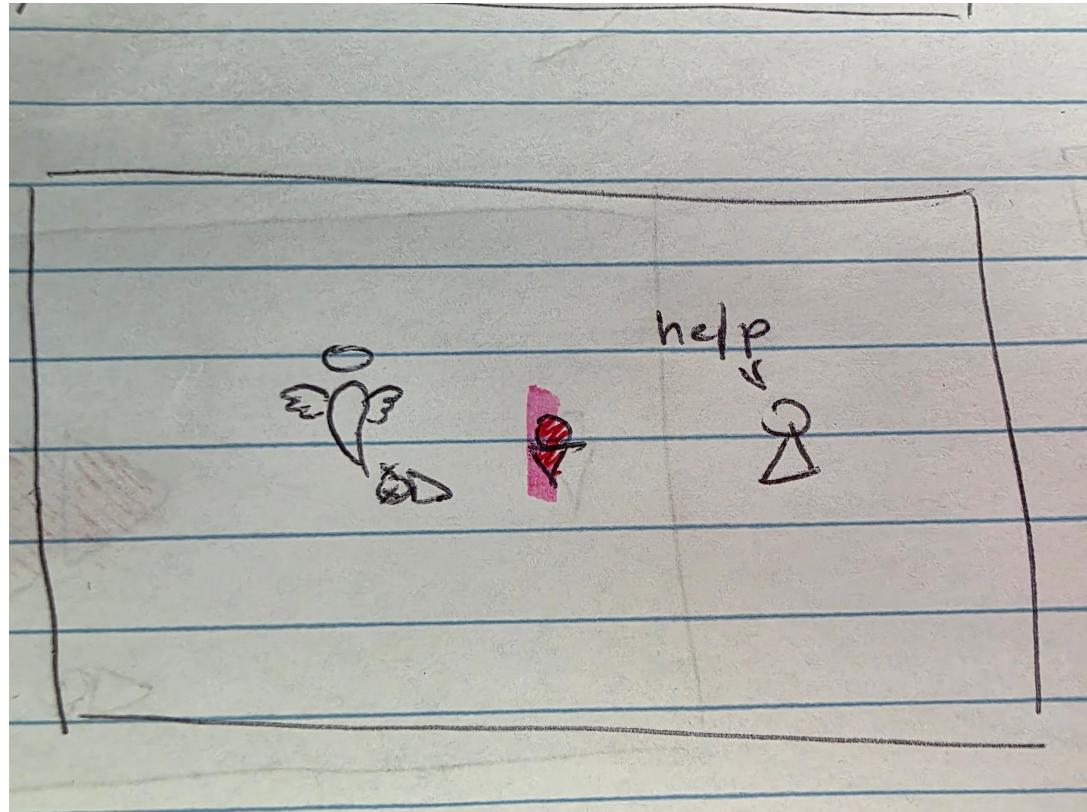
Knight fights hostile enemy in the final boss room of the dungeon. There is also an NPC calling for help.



Inscribed Narrative

Exposition

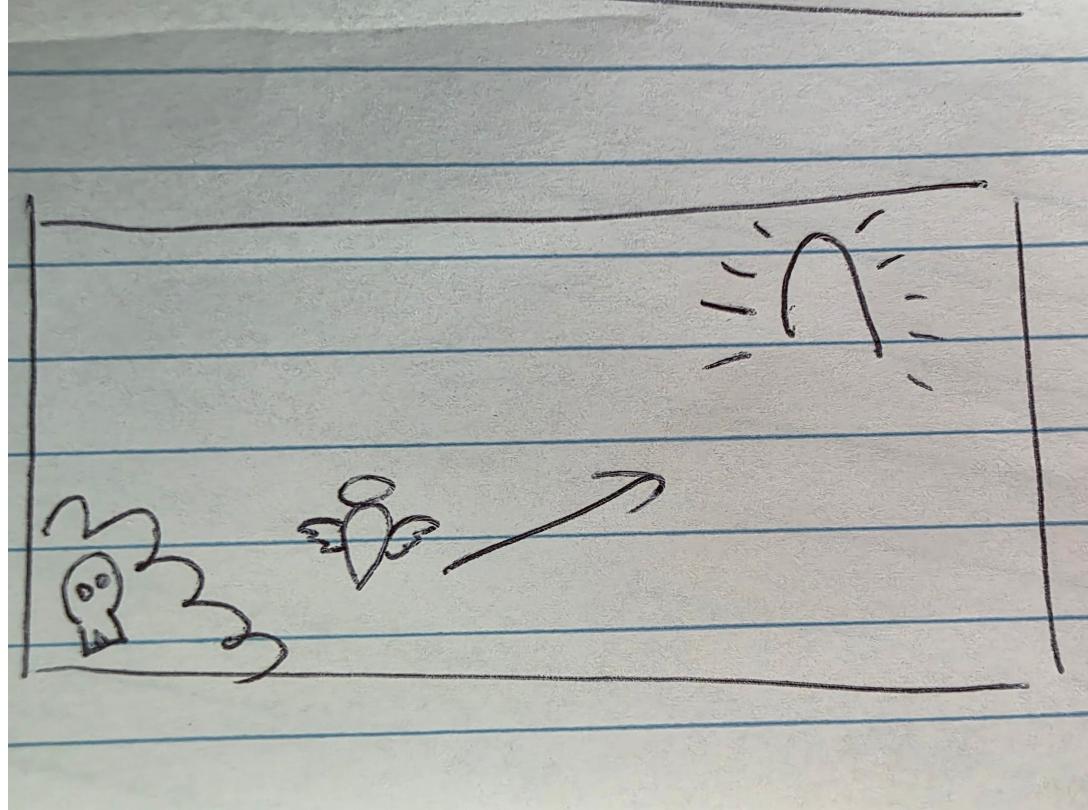
Knight dies fighting leaving
behind the NPC that
needed help.



Inscribed Narrative

Exposition

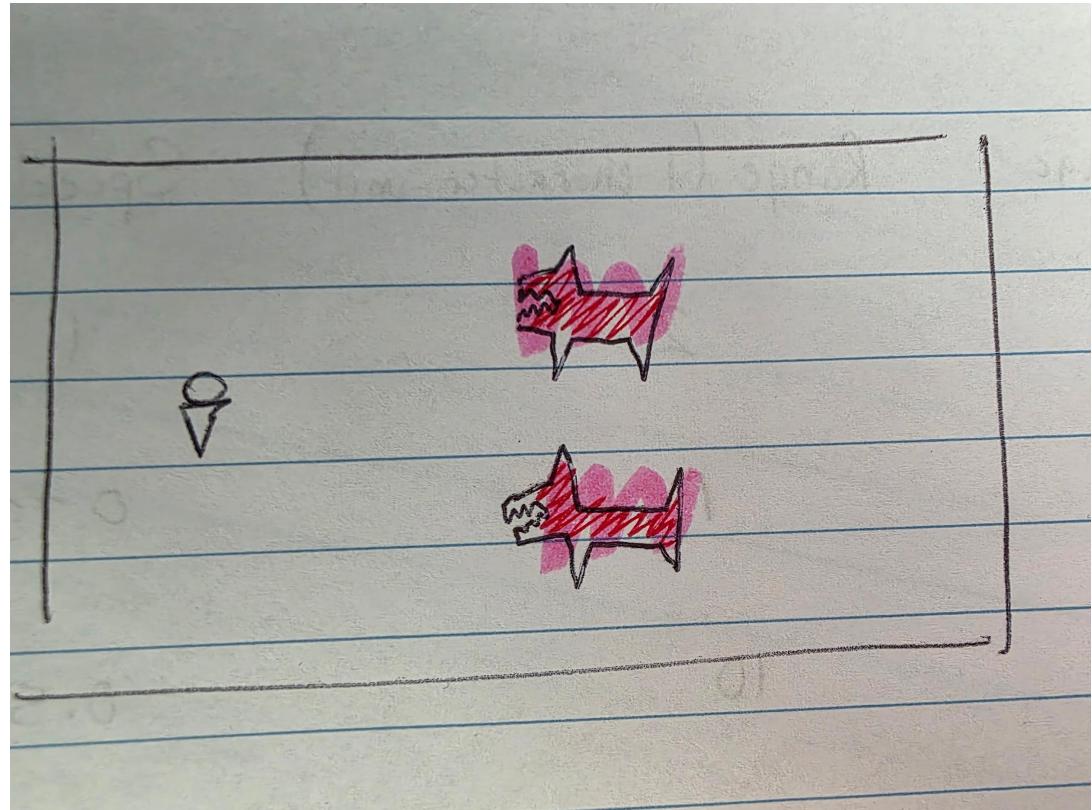
Knight does not actually die and instead escapes the afterlife and revives.



Inscribed Narrative

Rising Action

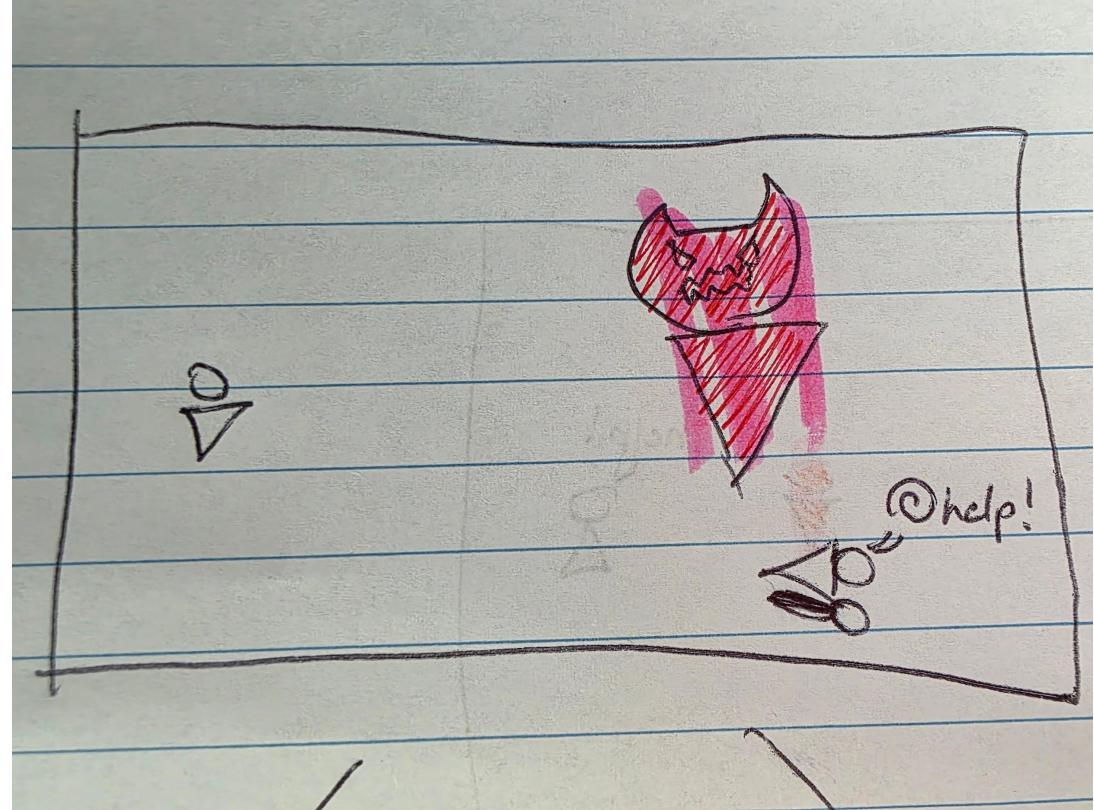
Knight wakes up in the upper floors of the dungeon and encounters monsters he must defend himself. Knight decides he must make his way back to the final room and that NPC.



Inscribed Narrative

Rising Action

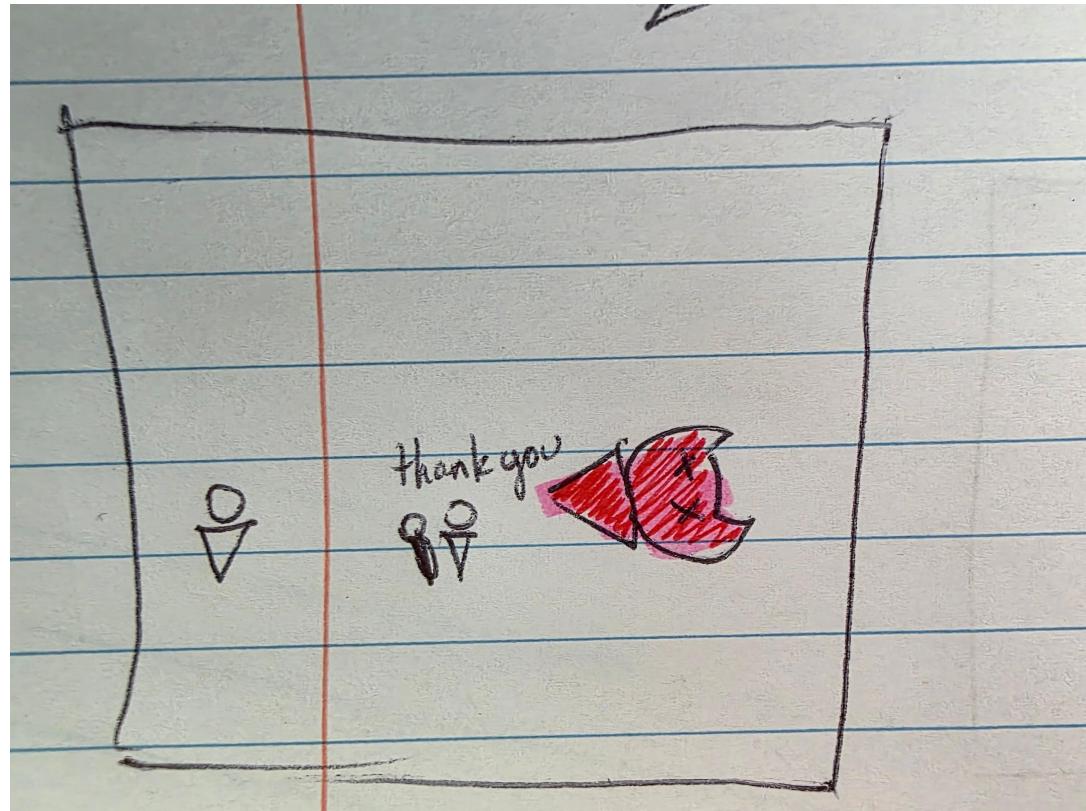
While fighting a floor boss
monster the Knight encounters
a dying adventurer NPC.



Inscribed Narrative

Rising action

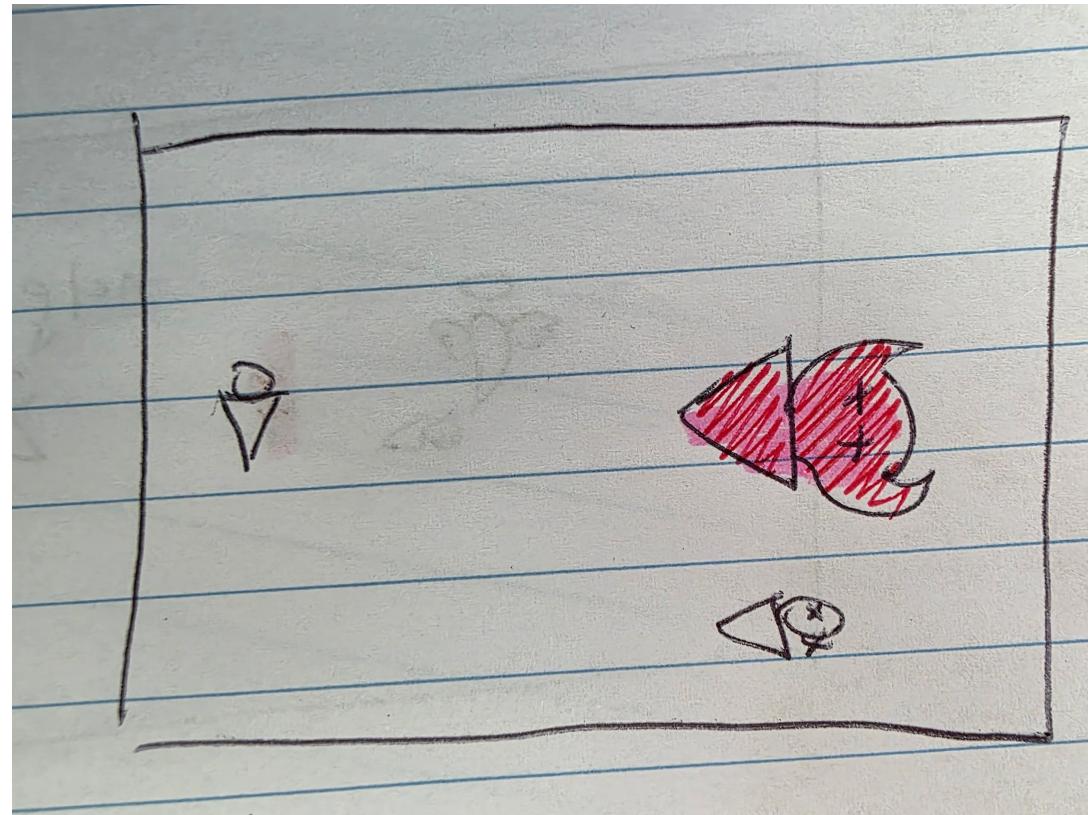
If the Knight manages to defeat the floor boss quick enough then they have the choice to save the adventurer, who after being saved decides to continue exploring the dungeon and runs ahead of the knight.



Inscribed Narrative

Rising action

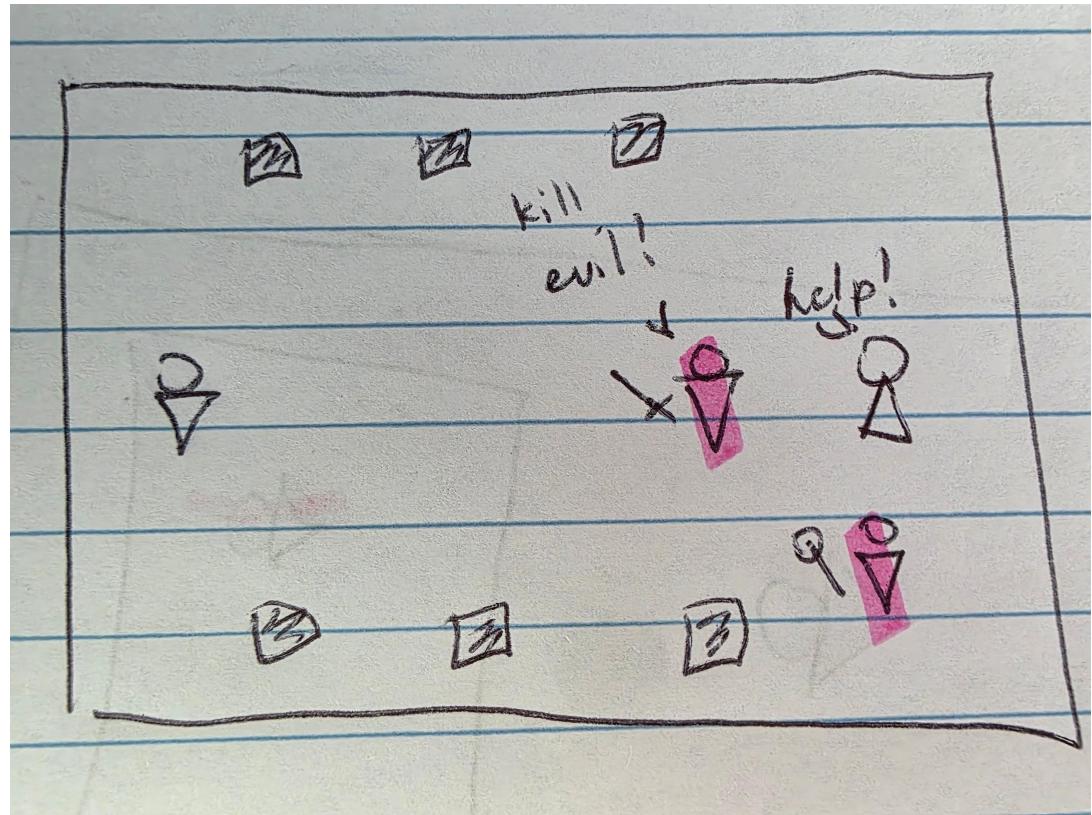
If the knight chooses not to save the adventurer or they do not defeat the boss quick enough then the adventurer dies.



Inscribed Narrative

Climax

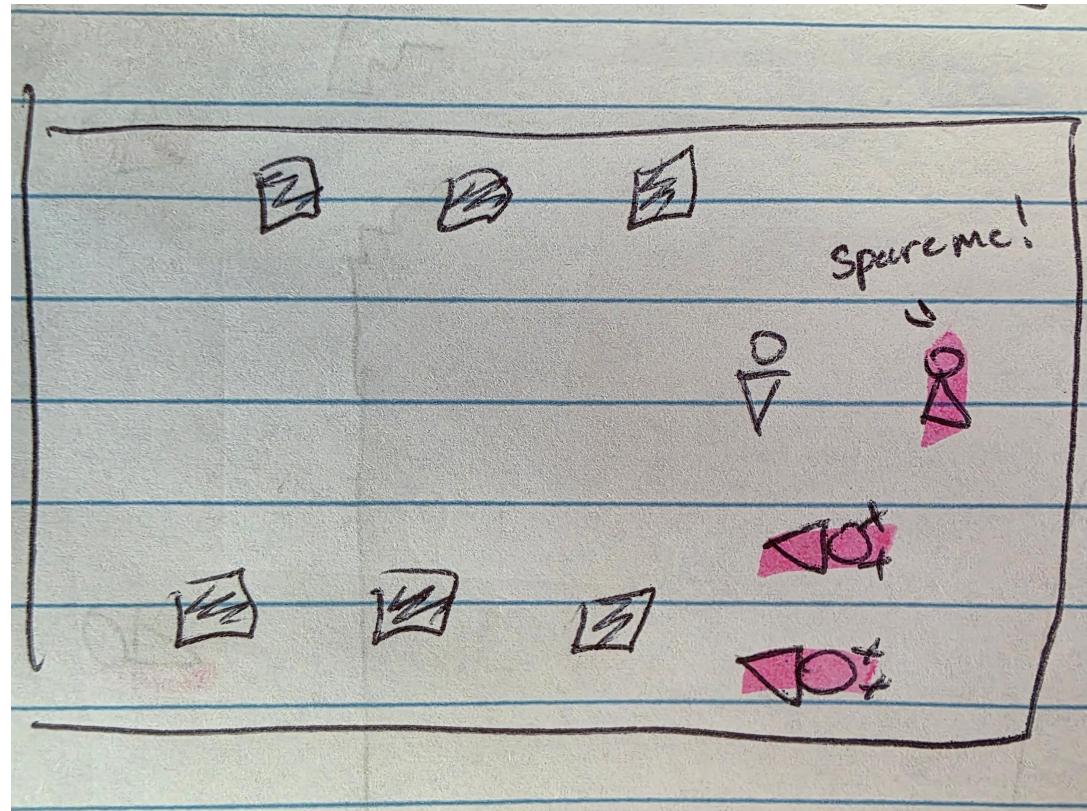
Knight arrives at the final boss room again and encounter the one that killed them as well as the adventurer if the knight had saved them previously. Through the dialogue between the adventurer and your killer it is revealed that they are an adventuring party together and reveal that you are in fact the final boss of the dungeon and have revived again surprisingly quickly.



Inscribed Narrative

Falling action

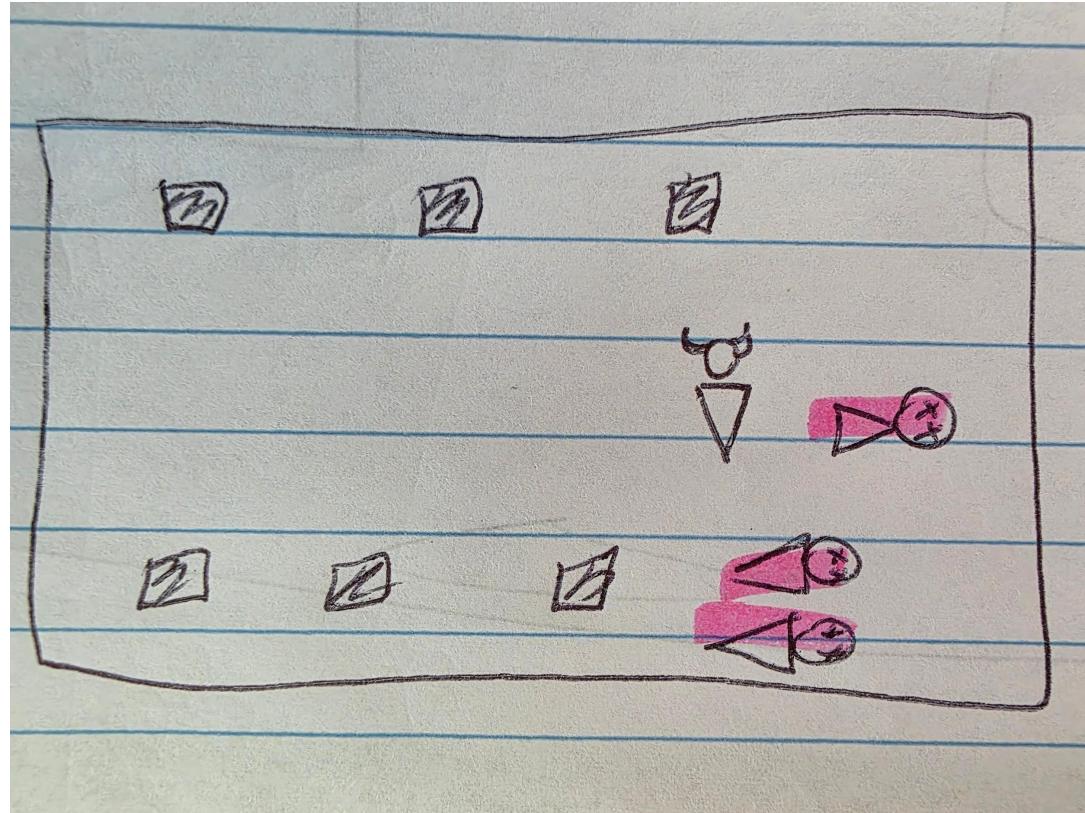
The knight fights the adventurers and upon killing them the knight comes face to face with the pleading NPC from before.



Inscribed Narrative

Falling action

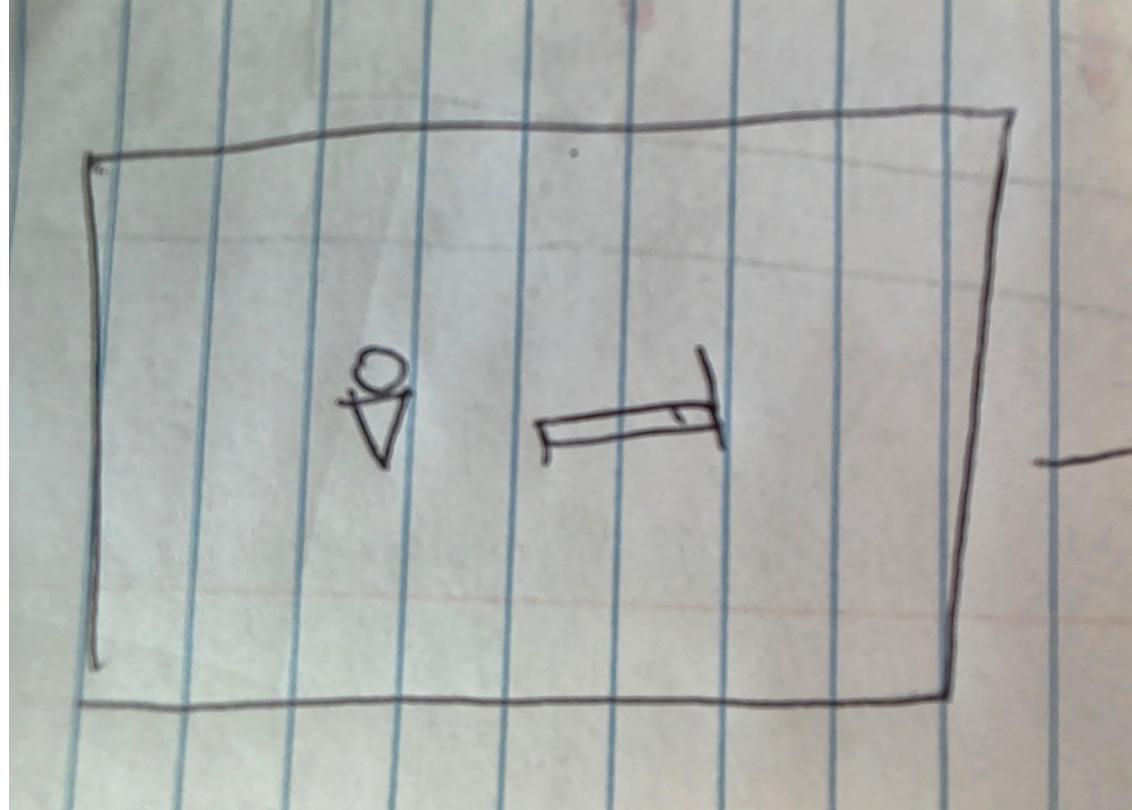
The knight kills the NPC as well and proceeds past all the dead bodies to a room hidden in the back.



Inscribed Narrative

Denouement

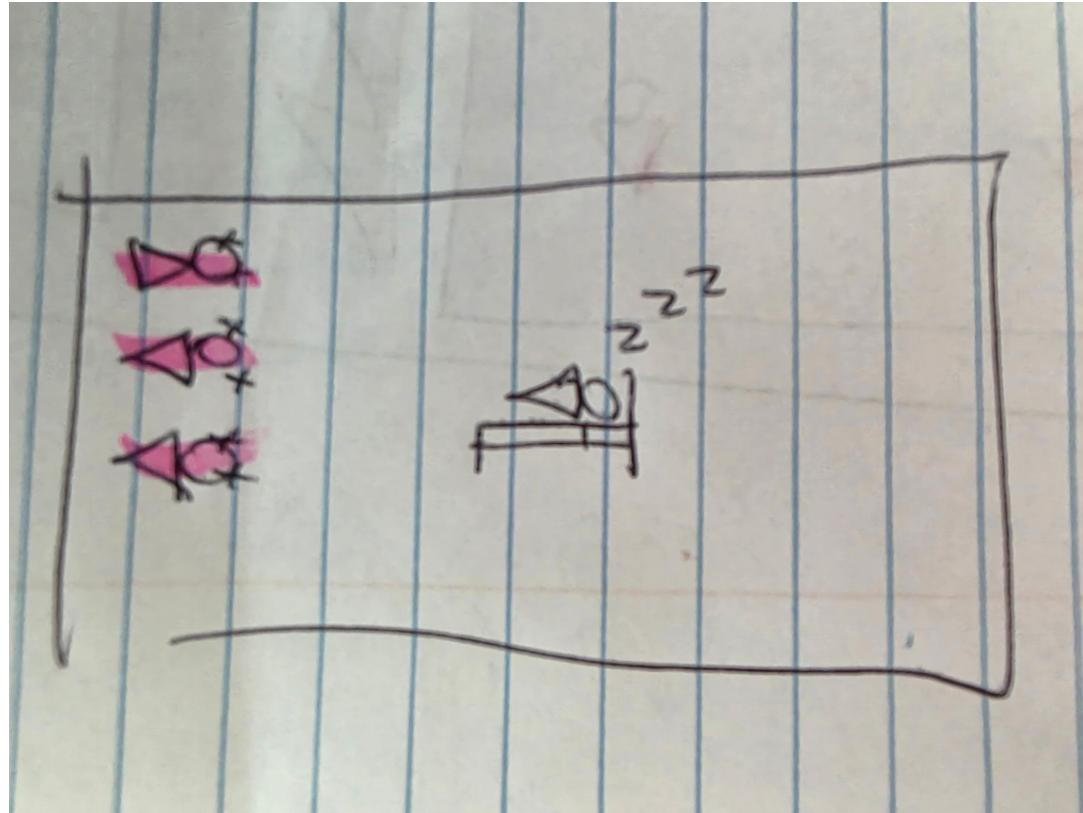
The knight approaches a bed.



Inscribed Narrative

Denouement

And falls asleep...



Inscribed Narrative

Linear Narrative

The game follows a linear narrative since there is no choices the player makes that will change the ending of the story. The knight will always have to fight through the dungeon and ultimately fight the adventurers in the end. The players choice to save adventurers along the way only serves to add more information about the knight and make the final battle more difficult.

Inscribed Narrative

Evoking emotion

The narrative may evoke curiosity over why the knight did not actually die, and a desire to seek revenge on their killer and possibly save the NPC that seemed to be pleading for help behind their killer.

Inscribed Narrative

Motivation and justification

The player believes they are an adventurer that was killed by the final boss of the dungeon while trying to save someone. This gives them motivation and justification for exploring the dungeon and fighting floor bosses to make progression back towards the final boss room where they were killed.

Inscribed Narrative

Progression and reward

Due to how the game is set to be pseudo rogue-like, meaning death is permanent and all progress is reset other than unlockables, it is difficult to tie the players game progression with any narrative. The player can make small progression rewards like exploring a new floor after successfully defeating a floor boss and unlocking a new weapon.

Inscribed Narrative

Mechanics reinforcement

In the first fight, the player is introduced to dodge rolling and parrying through quick time events. Dodge rolling allows for a short dash with invincibility frames and is the main survival tool for the players but has a short cooldown. Parrying does not have a cooldown, but can only be performed on highlighted enemy attacks. On successful parry, the players next attack gets bonus damage. Other than the introduction the these mechanics in the first fight regular mob monsters the player encounters more frequently attack with parry-able attacks allowing the player to practice with the mechanic. For dodge rolling, many rooms have obstacles or hazards that the player must dodge roll through in order to traverse the rooms letting them get accustomed to the distance of the roll and the amount of i-frames.

Dynamic Narrative

Interactive fiction

Because the game follows a linear narrative, the players choices do not affect the overall narrative of the game. The choices the player makes only reveal more about the knights background.

Dynamic Narrative

Emergent narrative

The player may notice hints that the knight is not actually human and is in fact one of the many monsters that roam the dungeon. More specifically the final boss of the dungeon. This is hinted by the fact that the knight never actually speaks, glides across the ground rather than taking any steps, and the knight never dies and seemingly respawns. This fact more explicitly revealed by the final fight.

Cultural Layer Narrative

How I envision players take control

- Whether they save the npcs or not

Cultural Layer Narrative

Fan Fiction

- What are the other dungeons and adventurers
- The perspective of the adventurers

Cultural Layer Narrative

Narrative Game mods

The adventurers perspective as they climb the ranks of adventurers and get strong enough to challenge one of the 5 famous dungeons and the story of them fighting through the dungeon and encountering the player character

Cultural Layer Narrative

Machinima

Unity or RPG maker

Cultural Layer Narrative

News media

This game is like a dollarstore version of Hades. And its kinda hard.