Vision for Rokue-Like Game Project

Introduction

The **Rokue-Like Game** project envisions an engaging and strategic dungeon-crawling adventure game, blending traditional rogue-like gameplay mechanics with modern customization and replayability features. The game aims to challenge players with player-designed levels and strategic item usage, creating an immersive experience for players of all skill levels.

Positioning

Business Opportunity

In the current market of dungeon-crawling games, few offer a balanced combination of strategic gameplay, customization, and replayability. By introducing unique mechanics such as enchantment usage, enemy evasion, and level-building options, this project aims to stand out in a competitive gaming industry. It caters to both casual and dedicated players, providing accessible gameplay with strategic depth.

Problem Statement

Existing games in this genre often focus solely on procedural generation or complex mechanics, alienating either casual players or those seeking innovative strategies. Rokue-Like Game bridges this gap, offering a mix of creative dungeon customization and replayable challenges that keep players engaged.

Product Position Statement

For gamers seeking an accessible yet strategic dungeon-crawling experience, the Rokue-Like Game provides customizable levels, innovative item mechanics, and a challenging but fair progression system. Unlike other games in this space, it emphasizes user creativity (through Build Mode), dynamic gameplay, and strategic use of enchantments.

Stakeholder Descriptions

Primary Users:

- Players (Hero): Seek an engaging, challenging, and rewarding game experience with varied mechanics.

Secondary Stakeholders:

- Game developers: Ensure smooth development and implementation of scalable features for future expansions.

Key High-Level Goals and Problems of the Stakeholders

High-Level Goal	Priority	Problems and Concerns	Current Solutions
Provide a mix of exploration, puzzle-solving, and action through hall navigation and rune-finding challenges.	high	- Players may lose interest if levels are repetitive or lack variety. - Difficulty spikes may frustrate players, discouraging further gameplay. - Uneven pacing across levels.	- Randomized rune placement and enemy behavior ensure variety. - Difficulty progression designed to ramp up gradually across halls.
Create an expandable game architecture for potential future	mid	- Adding new monsters, enchantments, or halls may require significant rework.	- Modular code architecture allows for easy addition of new content.

features (e.g., new enchantments, monsters, or halls).			
Enable players to creatively design dungeons in Build Mode, personalizing the experience.	high	- Players may struggle with understanding object placement rules. - Build Mode may seem secondary or unnecessary to some users.	- Object limits and placement rules simplified (e.g., minimum objects per hall). - Tooltips and instructions provided in Build Mode for ease of use.
Enhance replayability through randomized rune placement, enemy behavior, and level design.	mid	- Randomization may lead to unfair scenarios (e.g., rune in a hard-to-reach location).	

User-Level Goals

Complete All Halls:

Successfully navigate through all the halls (Earth, Air, Water, Fire) by finding runes and unlocking the doors.

Survive Encounters:

Avoid or outwit monsters (Archer, Fighter, Wizard) using strategic movement and enchantments.

Manage Time and Resources:

Collect and use enchantments wisely to gain extra time, lives, or strategic advantages.

Customize Levels (Build Mode):

Design unique hall layouts by placing objects creatively in Build Mode.

Replay and Improve:

Replay the game to explore randomized rune locations, improve completion times, and experiment with different strategies.

Progress Strategically:

Use enchantments like the Cloak of Protection or Luring Gem to handle specific challenges posed by monsters.

Summary of System Features

Core Gameplay:

- Player level design with hidden runes and unlockable exits.

- Inventory system for managing enchantments like Cloak of Protection and Reveal.

- Dynamic monsters requiring strategic avoidance and item usage.

Build Mode:

- Allow players to design hall layouts by placing objects.

- Enforce object requirements based on hall difficulty (e.g., Earth Hall: 6 objects, Fire Hall: 17 objects).

Player Feedback:

- Clear visual cues for rune locations, enemy threats, and enchantment effects.

- Timer and life counters displayed in real-time for better decision-making.

Performance:

- Smooth animations and responsive controls for seamless gameplay.