

# 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 customisation 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, customisation, 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 customisation 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 customisable levels, innovative item mechanics, and a challenging but fair progression system. Unlike other games in this space, it emphasises 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	<ul style="list-style-type: none"><li>- Players may lose interest if levels are repetitive or lack variety.</li><li>- Difficulty spikes may frustrate players, discouraging further gameplay.</li><li>- Uneven pacing across levels.</li></ul>	<ul style="list-style-type: none"><li>- Randomised rune placement and enemy behaviour ensure variety.</li><li>- Difficulty progression designed to ramp up gradually across halls.</li></ul>
Create an expandable game architecture for potential future	mid	<ul style="list-style-type: none"><li>- Adding new monsters, enchantments, or halls may require significant rework.</li></ul>	<ul style="list-style-type: none"><li>- Modular code architecture allows for easy addition of new content.</li></ul>

features (e.g., new enchantments, monsters, or halls).			
Enable players to creatively design dungeons in Build Mode, personalising the experience.	high	<ul style="list-style-type: none"> <li>- Players may struggle with understanding object placement rules.</li> <li>- Build Mode may seem secondary or unnecessary to some users.</li> </ul>	<ul style="list-style-type: none"> <li>- Object limits and placement rules simplified (e.g., minimum objects per hall).</li> <li>- Tooltips and instructions provided in Build Mode for ease of use.</li> </ul>
Enhance replayability through randomised rune placement, enemy behaviour, and level design.	mid	<ul style="list-style-type: none"> <li>- Randomisation may lead to unfair scenarios (e.g., rune in a hard-to-reach location).</li> </ul>	

## 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 randomised 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.