**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**

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| 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. | - Randomised rune placement and enemy behaviour ensure variety. - Difficulty progression designed to ramp up gradually across halls. |
| Create an expandable game architecture for potential future features (e.g., new enchantments, monsters, or halls). | mid | - Adding new monsters, enchantments, or halls may require significant rework. | - Modular code architecture allows for easy addition of new content. |
| Enable players to creatively design dungeons in Build Mode, personalising 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 randomised rune placement, enemy behaviour, and level design. | mid | - Randomisation 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 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.