Ludum Dare 48 Project

Theme: Deeper and Deeper

# Gameplay

The player character is placed inside a massive labyrinth-like structure. Your goal is to go *deeper and deeper*, in order to reach the center of the structure.

You might find opposition while doing so, we could splash in some combat element here.

# Tech

The structure is procedurally generated.

Rendering tech for environment, which helps the player identify which way is to the center.

Enemy AI

# Timeline?

Placeholders for player, enemy, props, levels, etc.

Do a prototype first,

Procedurally generated level -> Player and enemy control