Loot the Things

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Game Summary

Four players form an adventuring team that explores a room-based dungeon in search of enemies, bosses, and loot. Each dungeon, or level, represents a procedurally generated experience that determines the intensity of enemies, strength of bosses, and potential treasures to locate. Players must progress through the dungeon and defeat all of the bosses to pass the stage. Along the way, they can also acquire currency to utilize during the post-game screens and rare equipment to bolster their character’s power.

While players may have freedom in determining their character class, they must abide by the standard party structure. This means that each group will require a tank, healer, and two damage dealers. Each role will impact gameplay in terms of how enemy AI will respond to their presence, changing their reactions to several features during gameplay.

Game Screens

Main Screen

This screen offers executions to begin the game, exit the game, explore potential options, or continue a previous session.

Option Screen

This screen may allow the first player to alter sound values and languages.

Continue Screen

This serves as a listing of previously played / saved games. The game will scan a saved folder for available files, attempting to read and implement possible load files if uncorrupted. A max will likely be applied as well; forcing players to save over older files if saving might surpass a certain value. The loading process will convey the team dynamic, the local players within the game, and the current level.

Begin Game Screen

This screen acts as the base lobby for constructing the adventurer team. The first player begins by selecting the amount of local players within the game. This will ensure that the AI will control the remainder. Ideally, this can only be set if the desired amount of player controllers are connected, preventing a player from selecting more than the available local players.

After this is completed, the game will then randomly draft from the available local players. This determines a random order in which players choose their corresponding roles and classes. There may only be 1 tank, 1 support, and 2 damage dealers. Furthermore, each player must choose a unique class.

Once this is completed, the AI, controlling the remainder of the heroes, will choose its own roles and classes. Ideally, the AI will utilize information from the current party structure in order to choose its classes.

After this, the players begin a ready-check, and after all players confirm, the game begins.

Post-Game 🡪 Failure

Basic stats are reported for all heroes. All acquired currency and loot is lost. Progressed is saved to note the percent progress within the level.

Post-Game 🡪 Success

Basic states are reported for all heroes. Currency and loot is finalized and add to player totals, also updating player values. Some additional amounts of currency may be provided from a few randomly selected awards.

Shop Screen

Each player can visualize their equipment status. Each player, on their corner of the screen, can access a shop directory and spend currency. Currency may be spent of additional loot, items, potions, or other feature to assist players in their journey.

Classes

Tank

Guardian

Utilizing a shield and main-hand weapon to resist damage and attract the attention of enemies, this class excels in melee range.

Brigadier

A challenging class primarily due to the fact that it is restricted to ranged weapons. The brigadier commanding abilities raise the defenses off all allies and bolster moral. Once moral reaches its peak, the Brigadier may briefly access an armed vehicle to distract enemies.

Support

Runner

The Runner uses ranged weapons in a manner that simultaneously allows them to damage enemies and assist allies. The Runner gains energy from its constant movement, allowing it to enhance its abilities when capped.

Earthen

The Earthen specializes in healing effects and crowd control, summoning plants to damage and snare enemies. The Earthen also can transform environments into friendly territory, healing and increasing the resistance of allies with terrain changes.

Damage

Duelist

A Duelist specifically dual-wields pistols in order to quickly burst enemies down from a distance. A Duelist gains bounty stacks on enemies when hit, encouraging them to quickly dive in for close-range combat to consume stacks and deal extra damage.

Onslaught

An Onslaught specializes in two-handed weapons, and is able to apply large bursts of damage with a high chance of stunning enemies hit. Onslaught’s move and attack slowly, but also deal huge amounts on damage in close range combat.

Gameplay

Basic

Each class has access to four unique abilities to influence how they experience combat within the game.

Upon entering a room, a number of enemies will be present throughout the room that will engage the player when within range. Players may choose to attack all enemies, or attempt to gradually clear the room. Once within a room, players cannot retreat unless the room is completed, or if all players are defeated.

While clearing a room, some enemies may attempt to flee toward other groups, while others may call for reinforcements. Furthermore, accessing certain features within a room may spawn additional enemies. For instance, opening a treasure in the center of a room may cause other enemies to enter from the sides of the room.

Each character class has certain emphasized stats and limitations. This determines how they should interact with enemies, as well as how they may accept available loot. Some characters convert stat traits differently, therefore influencing which traits players should seek. For instance, tank characters may have the largest conversion rate for defensive items, therefore poetizing it in terms of loot.

Loot

Enemies or treasure chests may have a chance to drop loot for players. Loot remains visual, but transparent until the room is cleared. Once players have defeated all enemies, they may determine how to divide available loot. Once a player interacts with a Loot item, a timer begins before it is distributed. Players that can utilize the Loot may then also interact with the Loot item to either roll or pass. After all players have selected an option, the Loot is given to the player most able to utilize the Loot. Their previous Loot item is then sold, converting it into currency for all players. If all players pass on the Loot item, it is also sold based on its sale value.