

Vision

Introduction

Rokue-Like is an adventure game designed to provide players with a nostalgic and engaging gaming experience. It combines the thrill of exploration, strategic thinking, and quick decision-making in a dungeon setting. Players take on the role of a hero navigating through different halls, solving puzzles, and facing various monsters to uncover hidden runes. Our goal is to create a simple yet exciting game that is easy to play but hard to master, with opportunities for customization and creative freedom during gameplay.

Positioning

Business Opportunity

With more people spending extended hours on their computers due to remote work and online learning, there is a growing need for activities that provide a fun and creative escape. Rokue-Like fills this gap by offering a customizable adventure game that balances relaxation and engagement. Players can take breaks from their daily routines to immerse themselves in a dungeon world, which is both nostalgic and interactive. This game aims to bring back the charm of classic games while incorporating modern design and mechanics.

Problem Statement

Classic adventure games that focus on exploration and puzzle-solving have become less common in today's market. Many current games are either too complicated, requiring significant time investment, or too simple, lacking depth. There is a need for a game that strikes the right balance between simplicity and challenge, offering an enjoyable experience for players looking for quick but satisfying gameplay. Rokue-Like addresses this by combining the traditional rogue-like mechanics with innovative elements like build mode, enchantments, and monster interactions.

Product Position Statement

Rokue-Like is designed for students, remote workers, and anyone spending a significant amount of time on their computers. It provides a brief escape from daily stress with its engaging gameplay and nostalgic feel. With simple mechanics, vibrant visuals, and strategic challenges, Rokue-Like ensures players can enjoy a fulfilling adventure without needing a steep learning curve.

Stakeholder Descriptions

The primary stakeholders for Rokue-Like are students, professionals, and casual gamers who enjoy exploration and light puzzle-solving. These players are likely seeking ways to relax during their work or study breaks. The secondary stakeholders include instructors or mentors evaluating the project and potential game developers inspired by the creative mechanics.

Key High-Level Goals and Problems of the Stakeholders

High-Level Goal	Priority	Problems and Concerns	Current Solutions
A fun and immersive gameplay experience	High	Players want a game that is engaging but not overly complicated. The balance between strategy and fun can be tricky to achieve.	Current games often lean too heavily on either simplicity or complexity, missing the sweet spot.
Smooth and responsive interface	High	Smooth controls and responsive animations are critical to ensuring an enjoyable experience. Performance issues may arise, especially on devices with limited resources.	Many games compromise on animation quality to ensure smooth operation, which we aim to avoid.
Creative freedom and replayability	Medium	Players expect customization options and the ability to replay the game without it becoming repetitive. This adds complexity to the development process.	Some games allow customization but lack dynamic gameplay elements to sustain long-term player interest

User-Level Goals

Players are looking for an enjoyable and challenging adventure. They want to explore unique halls, find hidden runes, and outsmart monsters while using enchantments to their advantage. Success is measured by their ability to complete all halls and win the game, offering a sense of accomplishment and fun along the way.