**Dungeon Shooter**

>**Dungeon Shooter** is a top down minimalistic puzzle exploration game.

>Win Conditions = Exit the room you are in.

>Lose Conditions = Fail to figure out puzzle, get caught by monsters.

**>Basic Mechanics:**

-Shoot room switch to open door.

-Touch room switch to open door.

-Shoot and kill monsters.

-Navigate environments.

**>Iterations:**

-Tried ¾ view (to confusing)

-Tried side view (to simple)

-Tried free movement (game became too much about movement)

-Tried angle based fire (to simple and easy)

-Tried large levels (to much movement)

-Tried multiple levels (to complex)

-Tried basic materials (not enough readability)

-Tried thin walls (not enough readability)

-Tried fast monsters (made game action oriented)

-Tried fast shooting (made game action oriented)

-Tried higher health monsters (made game action oriented)

\*\*\*Tried/Kept smaller rooms (easier to navigate and more minimal)

\*\*\*Tried/Kept click based firing (requires right amount of player input)

\*\*\*Tried/Kept flashing material on room switch (draws player attention)

\*\*\*Tried/Kept touching interact with room switch (apart of movement system)

\*\*\*Tried/Kept shooting room switch (apart of combat system)

**>Layout Designs:**

