# Introduction

Our group have decided to design and implement a game called Nightmare Dungeon. In this game our character “Alice” is trapped in her dream and she tries to wake up by passing all the layers of her dream by facing off against her imagination.

This game is going to be a 2D dungeon crawler/rogue-like game, and it is going to be developed using JAVA.

# Game Overview

Nightmare Dungeon is going to be a 2D dungeon crawler/rogue-like game. This means that players will collect passive and active items which contribute to Alice’s stats, attack animation or appearance. Alice will have “x” stats called “Attack Damage”, “Attack Speed”, “Movement Speed”, “Health”, “Size” and etc. The passive items will give positive or negative effects to these stats and they may change Alice’s attack animation, appearance. For example, at the beginning of the game Alice will be shooting “tears”, but after player finds an item she may start to shoot “flaming tears”. At the start of the game character is placed at the beginning of a dungeon which is called “dream” in our game. Main purpose of game is to save Alice from her dream by collecting items, getting stronger and beating her imaginary creatures. Player will shoot at creatures to kill them. There will be various creatures with different strength. Don’t forget! As it is a nightmare, there will be a lot of absurdity in game!

# Gameplay

Player is going to use “W” for going up “S” for going down, “A” for going left, “D” for going right on the screen. Again player is going to use arrow keys for shooting. Character will shoot on the arrow keys direction. For example, when character is not moving and player pushes the left arrow key, projectile will go left, but for example if player pushes the left and up arrow key at the same time, projectile will go top left corner. “E” button is going to be used for planting bombs for destroying obstacles on characters’ way. “Space” button is going to be used for using active items. For changing room, player is just going to move Alice to the door. Players are able to pause game by pressing “P” button. There will be a mini-map at the right top of the screen for showing players where

they are but players have to explore the room to see it in the mini-map, in other words it is similar to fog of war.

# Levels

In this game, there will be “x” layers of Alice’s dream and every layer will have “x to y” rooms in it. Every layer will have different concept. In every layer, there will be an item room for Alice to pick an item if she wants. There will be bosses at the end of every layer. These bosses will be made from Alice’s biggest fears in life for example her Math Teacher. Every boss will have different types of attack style. Players will need different tactics in every boss. After beating the bosses, there will be a gate on floor and Alice will be headed to the next layer of her dream. Obstacles and creatures will spawn randomly according to some boundaries. For example neither obstacles nor creatures are not going to spawn at the entrance of a room. Item drop is going to be random, but not totally random. Stronger items will have less chance to drop.

# List of Items & Power-ups

* + - **Passive Items**

**-Magic Mushroom;** Never eat things that you don’t know, this is an exception!

Attack damage and speed up! Projectile size down.

**-Moms Underwear;** Sometimes we can see things that we don’t want to see.

Attack speed and range down by x!

**-Poop;** new way of attacking! Instead of tears, she starts firing poop. Damage up!

**-Steroid Rage;** Alice makes herself stronger but vulnerable. Health down, attack speed and damage up.

**-Pentagram;** A deal with the Satan. Increases damage.

**-Lab Assignment;** Student’s nightmare, takes the joy of living. Attack and movement speed down!

**-WWA BELT;** Every little boys’ dream, winning WWA belt. Attack damage and size up!

**- A Pack of Cigarette;** Alice has to stop smoking; she can’t run anymore. Speed down!

**-Sziget Ticket;** All stats up!

**-Growth Hormone;** Size up!

**-Dog Food;** Yummy! Increases maximum health.

**-Lucifer Head;** Alice’s attacks become laser now.

**-Binky;** Good times… Size down, speed up.

**-Inner Eye;** Now, firing 3 tears at a time.

**-Holy Mantle;** Refreshes in every room. Allows Alice to dodge one attack per room.

**-Basys3;** Speed down!

**-Mom’s Razor;** It’s time to shave. Attack damage up.

**-Heart;** If health is missing, it recovers.

**-Dead Cat;** Oh no! Alice’s cat is dead. Damage up.

**-Lighter;** Now, Alice fires flaming tears!

-**Reverse Engineering;** Alice’s head and butt swaps location.

**-Forever Alone;** Now Alice’s attacks have chance to fear enemies.

**-Tick;** It stuck and it sucks Alice’s blood. Unable to pick active item anymore.

**-Sweet Love;** Projectile size up.

**-Goat Head;** God accepts Alice’s offering.

**-Bomb;** Now Alice can plant a bomb to destroy obstacles.

**-Desert Eagle;** Now Alice attacks with pistol.

# Active Items

**-Dice;** It allows you to reroll all of your items.

**-Dragon Breathe**; Blows a strong flame breathe.

**-Mom’s Slipper;** Mass fear to the creatures in the room.

**-Perfume;** Creatures fell in love with Alice’s smell. 2 seconds stun.

**-Transcript;** When used Alice looks at her transcript and sees F and fires a 4 way laser.

**-Music Box;** Alice opens a cursed music box. Mass room damage.