Assignment 1 (10%)

Group name: Shell Shockers
Game name: Dungeon Dreams: The Goblin Guide

<u>Lucy Hadden</u>: My strength is that I am extremely hard working. I am self motivated to get things done in an efficient manner without missing any quality. As well as this, I have a lot of technical expertise with the tools we are using including git and C++ so I will be able to help the rest of my team with technical issues.

<u>Elizabeth Stewart</u>: Creativity in game design is my strength, which has enabled me to contribute the concept and ideas for features. My thinking extends beyond just conceptualization; I can also envision and explain how these ideas can be practically implemented, ensuring a seamless transition their to execution in code.

<u>Hayden Aish</u>: My strength is that I am a very hard working individual, I also complete all my tasks to a high level of technical strength. I often go out of the way to explore other areas that interest myself alongside my other work. I believe that this attitude will allow me to bring a wide range of creative and technical ideas to the project which will enhance the overall quality of the project. I am also very good at breaking down and explaining complex ideas, this will allow me to help explain complex ideas to my team when they get stuck..

<u>Sen Macmaster</u>: I believe my strengths are my ability to deliver high quality work consistently, work flexibly based on the requirements for the team, and planning. I have prior knowledge of similar material from COSC360, COSC202, COSC204, as well as personal projects which helped me with understanding a team environment, the applications used, and basic C knowledge.

Dungeon Dreams: The Goblin Guide - Game Story and Essential Mechanics

Prologue: A New Beginning

In a world filled with dungeons and monsters, adventure awaits at every corner. You are an aspiring adventurer, whose dreams have always been filled with epic quests and heroic deeds.

One fateful morning, you set off for the capital, leaving behind your village and mundane life. The grand walls of the capital greet you with an air of opportunity and excitement. With a heart full of hope and a spirit ready for adventure, you march straight to the Adventurers' Guild.

> <u>Mechanics:</u>
>
> World with dungeons and monsters. Player is an aspiring adventurer. Sets off to the capital, joins the Adventurers' Guild.

Joining the Guild

Upon entering the guild, you are welcomed by the guild master, an imposing figure with a long, scarred face and a warm smile. He presents you with the guild's register, asking you to state your class: Knight, Mage, Thief,

Tank, or Cleric. After making your choice, you are handed your first quest, a simple protection task for a goblin named Grizzle. The quest seems almost too easy for a starting job, but you accept it without hesitation, eager to prove yourself.

Mechanics:

Guild master presents class options: Knight: Medium attack, medium defence. Mage: High attack. Thief: High luck, high stealth. Tank: High defence, high health. Cleric: Special healing ability. First quest: Protect goblin, Grizzle.

The First Quest: A Deceptive Beginning

You meet the goblin, a small, jittery creature with a nervous smile. He hands you a map leading to a marked 'D-class dungeon'. As you reach the dungeon's entrance and enter, heavy doors slam shut behind you trapping you both inside. Realising you've been tricked, you find yourself in an S-class dungeon, notorious for its lethal traps and powerful monsters.

Mechanics:

Goblin hands map to dungeon. Enter the dungeon, door traps player and goblin. Dungeon: S-class, lethal traps, powerful monsters.

The Dungeon Crawl

Your mission now is to guide the goblin safely to the end of the dungeon as this is the only way to get out. The goblin reveals that the treasure at the end of this dungeon is of immense value to his kind. Each room in the dungeon is filled with traps and monsters. You must navigate through these rooms, gaining experience and growing stronger with every room clearance.

Mechanics:

Level	Enemy type	Trap	Given Inventory	Description	Reward
Entrance hall	Slime	Pitfall	Weapon that fits class. One of each type of potion that will be in the store (for demo)	Starting point/Tutorial (4x3 size).	5 gold
Tomb of the Fallen	Skeleton	Falling rock		Small room (6x5)	10 gold
Treacherous Corridors	Cave Spider	Swinging blade		Narrow passage (6x3)	15 gold
Haunted Gallery	Ghostly knight	Spiked floor		Small room (6x5)	20 gold
Wailing Halls	Banshee	Phantom chain		Narrow passage (10x5)	25 gold
Crimson Forges	Fire Golem	Boulder		Medium room (8x7)	30 gold
Mystic Chamber	Liche	Magical rune		Medium room (8x7)	35 gold
Guardian's lair	Wyvern	Fire trap		Large room	Won game

				(10x9)	

Rest and Recovery

After each room, you enter a Safe Zone. Here you can upgrade your stats as well as purchase supplies and equipment from a mysterious merchant.

Mechanics:

1. Mini games: this is where players can play a mini game to earn extra gold.
2. Stat Upgrade: where the player can upgrade their stats. After each level the player is awarded a point that can be used to upgrade one of their stats (health, attack damage, defence, stealth, or luck).
3. Store: a magical shop run by a mysterious merchant. Here, players can use the gold they have earned to upgrade their weapon and purchase potions. The store's inventory updates as the player progresses through the levels, offering increasingly powerful gear and potions.

Epilogue: A Hero's Return

After a gruelling journey through the dungeon you finally reach the last room, allowing the goblin to retrieve the treasure. Exhausted but triumphant, you and the goblin exit the dungeon. The goblin, now grateful and loyal, pledges to serve you as a companion on future adventures. Your successful completion of an S-class dungeon earns you great respect within the Adventurers' Guild, and your journey as a legendary adventurer truly begins. *In the world of "Dungeon Dreams: The Goblin Guide," each choice you make shapes your destiny. Will you survive the treacherous paths, protect the goblin, and uncover the secrets of the dungeon? The adventure is yours to take.*

Mechanics:

Reach the final room, retrieve treasure. Goblin pledges loyalty. Player gains respect in the Adventurers' Guild. Journey as a legendary adventurer begins.
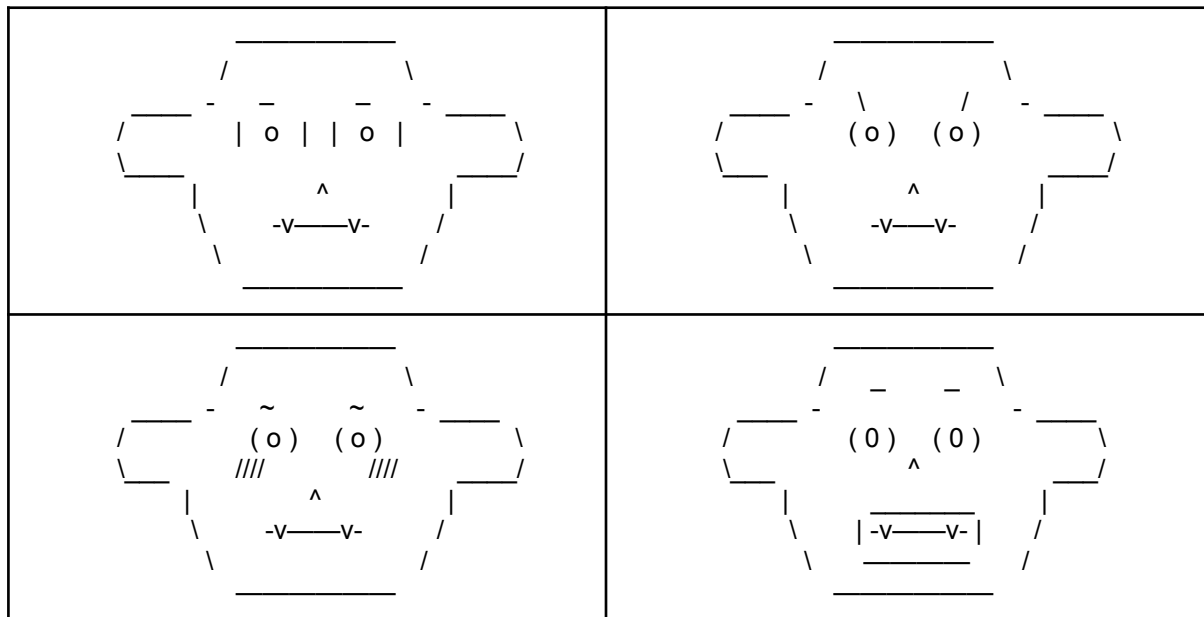
Dungeon Dreams: The Goblin Guide - Art

1. Game room design & Safe zone design
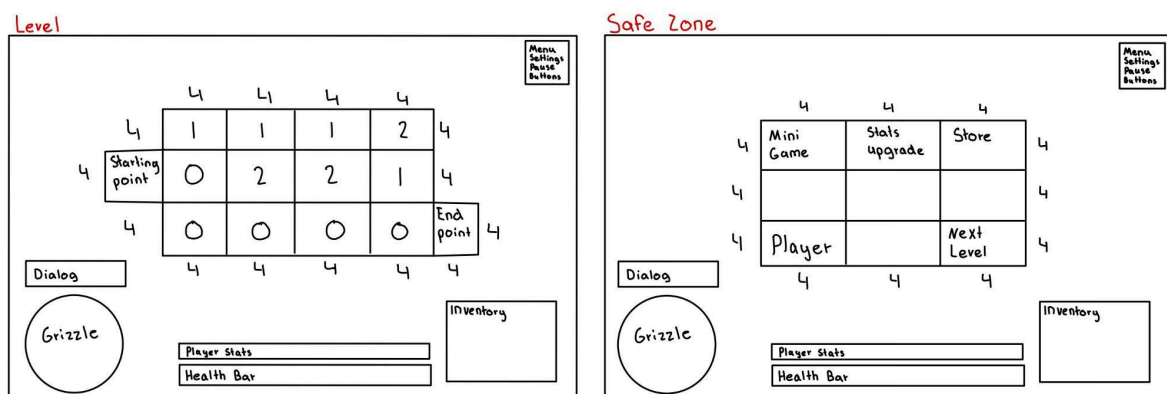
2. Goblin (Grizzle icon)

The goblin is represented by ASCII art, using characters to form a simple outline or depiction of a goblin's face or figure.

```
        _____                              _____
       /        \                            /        \
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```

3. Inventory design

Displayed as a table with text descriptions of each item available for purchase. For example, item slots numbered, followed by name and a short description, same for defence, stealth etc for items that the user can buy to enhance their character

```
        Inventory
   Rusty sword
   Health potion………..1
```

4. Menu design

consist of a list of options presented in text. Users could navigate by entering numbers or letters corresponding to each menu item.

5. Statistics display

series of lines with labels and values, possibly using simple graphical elements like ASCII bars to represent health, defence, stealth, attack ability etc.

```
        Player Statistics
   Health…………………….…1
   Defence…………………….…1
   Attack power……………….…1
   Stealth……………………….…1
   Luck……………………………..1
```

6. Health Bar

Represents the current players overall health, is changed when the player encounters a situation that either enhances or decreases their overall health rating. For example, falling into a trap would decrease the players health, whilst drinking an elixir potion would enhance it.

Health Bar	▢│▢│▢│▢│▢│ ▢ ▢ ▢ ▢ ▢

Dungeon Dreams: The Goblin Guide - Sound and Music

Overall goals is to create the atmosphere of a dungeon but with a light arcade inspiration.

Sound FX: Moving the character, Encountering each type of tile (safe, trap, enemy), Using a potion, Completing a room, Winning or losing the game.

Music: Menu screen, Opening story, General level music, Winning ending, Losing ending

HOW

How is it back to the basics?

Command line interfaces were among some of the first ways users interacted with computers. Early video games including arcade games and text-based adventures were often played from the command line. The game we want to create resembles early command line games like rogue and other roguelikes such as nethack. The game we are going to produce is also going to use ASCII art. ASCII Art is a way of presenting graphical computers of a game using only the ASCII characters. By using ASCII art, we are removing the complex graphics used by modern dungeon crawlers and making them more basic and thus simpler. Also, MacOS used to have built in command line games that were removed in the early 2000's. By bringing back command line games, we are bringing back a basic form of gaming to PC's such as Macs.

    a.   Command line interfaces were the first ways users interacted with games

    b.   Game is using ASCII art → simple graphics rather than a complex user interface

    c.   MacOS used to have built in command line games however they were removed → we are bringing them back thus bringing back basic games

How are you going to build it?

We are going to be building our game in C++. As part of the back to basics outline for the assignment is no third party libraries, we are going to only be using the libraries included as part of C++. An example of this will be using the built in C++ library to generate random numbers for our room tile allocation rather than an external library. We have also created a git repository that we will be using for version control and to allow members of the group to work on different parts of the project concurrently. After creating our gantt chart, to distribute the workload evenly, we created a google doc with all of the tasks necessary to complete the project and shared them amongst our team members. We have also created a trello board with all of the tasks as cards so we can track what each team member is doing at a given time.

Schedule
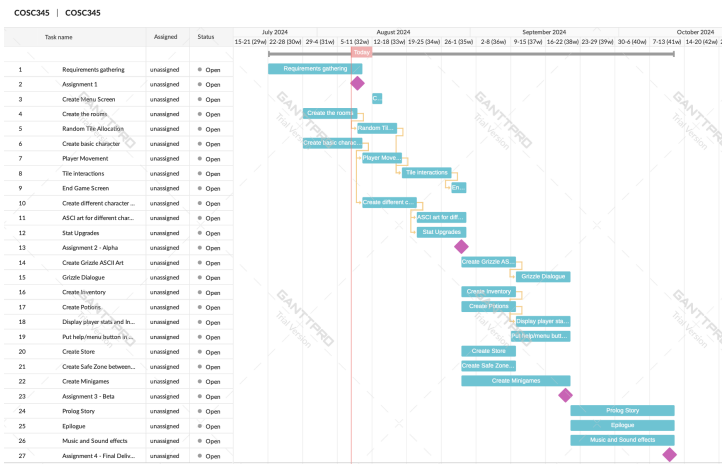
WHY?

<u>What already exists that is similar to your app, and evidence that there is customer interest in your app.</u>

A dungeon crawler is a scenario in fantasy RPGs where the players navigate in a set environment (resembling a dungeon) and fights monsters, gains items, avoids traps and solves puzzles. (Any game with this description can be a 'dungeon crawler')

The gaming industry is worth over billions of dollars (347 billion USD in 2022) and worth more than the music and movie industry. New Zealand studios earnt 323.9 million. There is also high demand for New Zealand where consumers spent 501.4m in 2019. Dungeon-crawlers are no exception to this rule. They are among the highest grossing genres of games in the industry.

- Cult of the Lambs (2023)
  - 82% metacritic
  - Overwhelmingly Positive (~70,000 reviews)
- Lethal Company (2023)
  - 90% GameCritics
  - Overwhelmingly Positive (~335,000 reviews)

Other notable examples (displaying demand for games with dungeon crawlers)
- The Binding of Isaac (15,342), DungeonBorne (30,407), Dark and Darker (24,818)
- Path of Exile, Hades, Diablo IV, Noita, Content Warning
- As of writing this report, the average player count of dungeon crawler-like games playing at any given moment ranges from 6 to 10 million.

https://steamdb.info/charts/?tagid=1720 - Reference to the player base statistics on Steam

Links to resources used for this project:
- COSC345 Project
- Google document checklist:

- ○ https://docs.google.com/document/d/10ZcYfp_uAyP0g9T-ponAnjVMZCN9nuGmH14smsPfUyY/edit
- Trello template (Kanban):
  - ○ https://trello.com/invite/b/66b01f64cc6e555c4c547f9d/ATTI355fc7c10acf7fae84ad617e9e3d5f206ED720EE/shell-shockers-project
- Github document:
  - ○ https://github.com/lucyhadden/COSC345
- Messenger group chat