

CPSC 427: WRITTEN GAME PITCH

Game Title

Dungeons Inc.

Team Members

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Story

[Little Guy]'s sick and tired of serving as just another generic mob fodder in dungeons. He yearns to be one of the top dungeon masters in the world, but lacks any talent or strength to get there. What should have been another day at work turns into a chance at ascension: a deck of enchanted cards appear by an old, musty cave near his home, promising an escape from his corporate lifestyle. Play as [Little Guy] as he manipulates his newfound magic to turn a crusty cave into a renowned dungeon, using cards to design different trials and defend his new lair from the unsuspecting hero. Will he be able to evolve and climb the ladder to become the greatest dungeon master ever, or will he falter under the might of the unending kingdom of heroes?

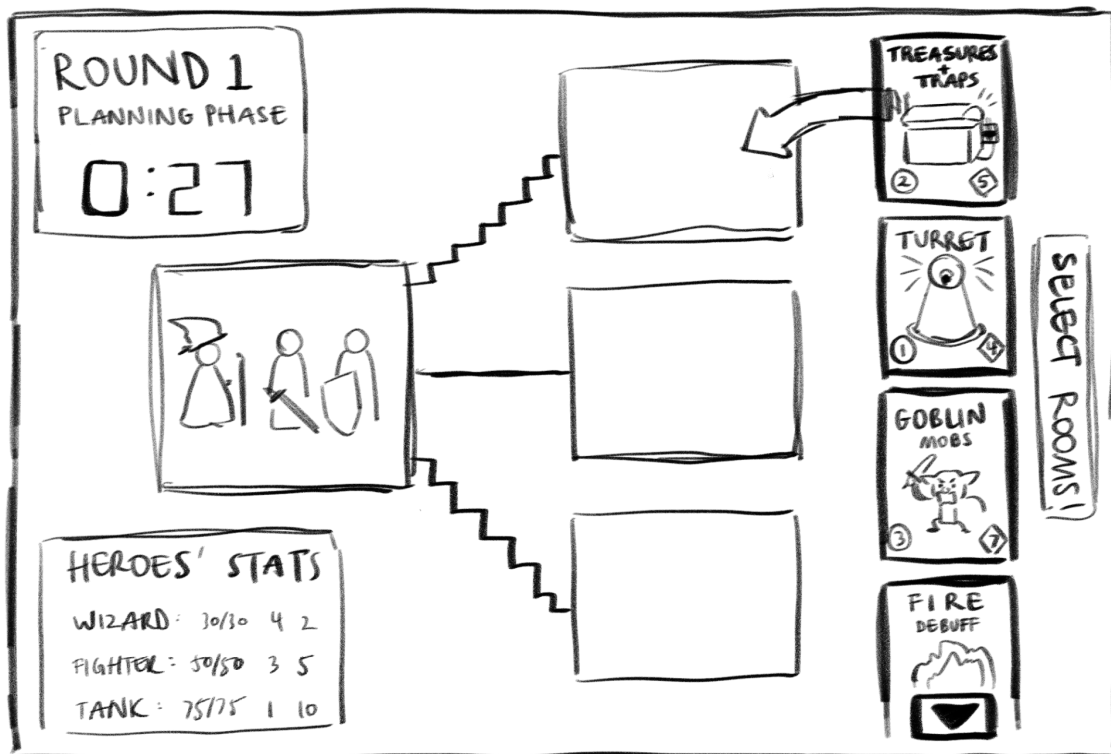
Core Game Design Elements

- Core Gameplay Mechanic
 - The player is able to draw two types of cards: Room Cards and Spell Cards.
 - Room Cards are used to determine possible room types/layouts that the heroes must fight through. Eg. Mob, Mini-Boss, and Trap Room Cards.
 - Spell Cards are used to change the properties of active rooms, in order to target the invading heroes' weaknesses. Eg. Offense Up Spell Card.
 - Each card has a tier that determines its strength.
 - There are three tiers: Tier I (weakest), II, and III (strongest).
 - Duplicate cards can be merged together to create stronger cards. Eg. Two Tier I's create one Tier II, two Tier II's create one Tier III.
 - A player's hand has a limited number of Room and Spell Cards.
- Turn-based Gameplay & AI
 - There are 7-10 levels that can be played. Each level has a number of rounds.
 - The first level starts with 4 rounds. Rounds steadily increase per level.
 - Each round consists of the following:
 - Planning Phase: The player can alter up to 3 rooms using Room Cards. There is a time limit of 30 seconds during this phase.

- Combat Phase: The heroes (AI) select which room to enter and engage in combat. During this phase, the player can add/change the room's properties using Spell Cards.
 - A round is completed when either:
 - The hero(es) clear the room, based on a stat check.
 - All hero(es) are killed during the round.
 - The end of a round provides various stat increases for the two parties:
 - All surviving heroes gain stat increases.
 - The player gains minor stat increases and the ability to draw 2 random Room and Spell cards each. The player also gains massive stat increases for each hero killed during the round.
 - A level ends when either the player kills all heroes, or the hero(es) kill the player.
 - If the player kills all heroes, they complete the level. The player evolves and gains access to new cards, and can move on to the next level.
 - If the hero(es) kill the player, the player fails the level and must replay it.
 - Heroes are controlled by a basic AI that uses the heroes' HP and stats to calculate the most optimal room to enter.
- 2D Geometry, Assets, and Narrative
 - All simulated aspects of the game occur in a 2D plane using a top-down POV.
 - Rooms and pathways are created by the player using Room Cards.
 - The thematic follows a 2D-retro style complete with pixelated sprites for all entities, animated battles, 8-bit music, and sound effects.
 - Assets will either be custom-made or taken from free-for-use sources.
 - Combat phases include procedurally-generated animations (hopefully).
 - Cutscenes and dialogue play between levels and rounds to develop narrative.
 - Cutscenes are small but skippable, and play between levels.
 - Dialogue occurs asynchronously along gameplay during rounds.
 - Eg. The player and heroes banter with each other using small portraits and speech bubbles at the bottom of the game window.
- Collision & Physics
 - Cards can be selected and dragged across the game window.
 - Cards cannot be dragged outside of the game window and will not respond to outside movements.
 - Cards will snap to a room if positioned near it for a certain period of time.
- User Input
 - Mouse inputs are used to interact with the game.
 - Eg. Mouse clicks to select cards, click + drag to move and play cards.
 - Keyboard inputs are available to allow for added player accessibility.
 - Eg. Arrow keys to scroll through cards, enter key to select a card to use.

Concept Art

Example User Interfaces



Thematic Explorations

