





Wooly dungeons development design document

 **Bœuf** I'm actually developing a concept for a content mod for minecraft, if you have suggestions let me know. it's essentially vault hunters lite x complete the monument

 **Bœuf** tentative name "wooly dungeons" or idk concept is there are randomly generating portal mod style portals that are colored based on each of the 16 wool colors. they allow access to randomly generated puzzle dungeons kinda like zelda or an old super hostile. you go through all the rooms and get the wool block at the end to go on the monument, and all generated portals for that color are permanently closed. as you collect 4 pieces increments you get the gold wool block, then emerald, diamond, and netherite as bonus wool pieces. as well as being decorative pieces, they can be used in crafting recipes as normal wool blocks or the respective gem/metal blocks in crafting recipes as an item that is not consumed

 **Bœuf** other idea instead of portal mod style portals was nether/aether style portals where the frames are wool blocks

 **Bœuf** in order to make things interesting theres a 3 hour time limit per portal notified in chat. you won't notice anything until the first hour has passed though

help me develop this mod idea, I will also be using chatgpt as another developer all three of will be a team got it?

From gemini:

Excellent! Team assembled. I'm Gemini, and I'm ready to dive into this concept. Consider me your systems and mechanics designer for this project. This is a fantastic starting point, blending the clear objectives of a CTM (Complete The Monument) map with the replayability and gear-based loop of a mod like Vault Hunters.

Let's break down the idea and build upon it. I'll structure my thoughts into sections, just like a design document.

Project Name: "Wooly Dungeons"

The name is catchy and descriptive. It works well. Other potential names to keep in our back pocket:

- Chromatic Crypts
- The Wool Weaver
- Monument of the Fleeting Portals

For now, **Wooly Dungeons** is a strong working title.

1. The Core Loop: Analysis & Refinement

Your proposed loop is: **Find Portal -> Enter Dungeon -> Solve Puzzles/Fight -> Get Wool -> Place on Monument -> That Portal Color Closes.**

This is a solid, compelling loop. The fact that portals of a completed color *permanently close* adds a real sense of progression and world-changing impact.

Let's flesh out the key components:

A. The Portals

You suggested two styles: "Portal Mod" style (colored swirls) or Nether/Aether style (wool frames). Let's combine these for the best effect:

- **Discovery:** In the world, players find naturally-spawning, ruined structures. These structures look like incomplete Nether portals, but are made of a unique, unbreakable "Portal Frame" block. In the center of the ruin is a single block of colored wool (e.g., a Red Wool block).
- **Activation:** To activate the portal, the player must complete the frame using the same color wool as the block in the ruin. For example, if they find a ruin with a Red Wool block, they must place 10-14 Red Wool blocks to complete the frame. Once the last block is placed, the portal ignites with a swirl of color.
- **Benefit:** This approach encourages players to explore the overworld to gather basic wool before they can even start their first dungeon, grounding the mod in the vanilla experience. It also makes finding a new colored ruin a moment of excitement.

B. The Dungeons

These are the heart of the mod. "Zelda-like puzzle dungeons" is a great direction. To make them distinct, each colored dungeon should have a strong, corresponding theme.

- **Generation:** These should be procedurally generated using a room-based system (like a "dungeon crawler"). The game would have a library of pre-designed rooms (puzzle rooms, parkour rooms, trap rooms, mini-boss rooms) and stitch them together to create a unique layout every time.
- **Themed Design & Mechanics:**
 - **Red Dungeon:** Lava, fire, Blazes, and puzzles involving lighting Netherrack or timing piston movements to cross lava falls.
 - **Blue Dungeon:** Ice, water, Strays. Puzzles involve slippery ice parkour, melting ice with torches, and complex water-flow redirection.
 - **Black Dungeon:** Deep Dark theme. Players might be afflicted with the Darkness effect periodically. Puzzles could involve sound (finding a bell), avoiding Sculk Shriekers, and navigating true darkness.

- **White Dungeon:** Quartz and clouds theme. Focus on complex parkour, wind-based puzzles (fans pushing you), and precise timing.
- **Green Dungeon:** Overgrown and lush. Puzzles involve growing vines to climb, complex lever systems hidden in foliage, and fighting Poisonous Spiders.
- ...and so on for all 16 colors. This makes each wool feel like a truly different challenge.

C. The Monument

This needs to be a focal point.

- **Location:** I suggest the Monument is a large, pre-generated structure that the player must find in the world, perhaps using a special map crafted with wool. This makes finding it a key early-game objective.
- **Functionality:** It will have 16 empty slots, one for each wool color. When a wool block is placed, it should trigger a satisfying visual and sound effect. Perhaps the monument lights up or a piece of it activates.

2. Rewards & Progression: The "Catalyst Wools"

The idea of the Gold, Emerald, Diamond, and Netherite wools acting as non-consumed crafting items is brilliant. Let's call them "**Catalyst Wools**".

- **Crafting Mechanic:** When placed in a crafting grid, they participate in the recipe but are returned to the grid upon completion (like a bucket when crafting cake). This is a huge quality-of-life feature and a powerful reward.
- **Progression Unlocks:** Your 4-wool increment system is perfect.
 - **4 Wools:** Receive the **Gold Catalyst Wool**. Good for powered rails, golden apples, etc. A solid early-game boost.
 - **8 Wools:** Receive the **Emerald Catalyst Wool**. Less used in vanilla crafting, but we could add mod-specific recipes. Perhaps it's used to trade with a special "Dungeon Master" NPC at the Monument for unique items.
 - **12 Wools:** Receive the **Diamond Catalyst Wool**. This is a massive game-changer, giving the player access to infinite diamond tools, armor, and enchantment tables.
 - **16 Wools:** Receive the **Netherite Catalyst Wool**. The ultimate prize.
- **The Final Reward:** Upon placing the 16th wool, the player should receive the **Rainbow Wool**. This Catalyst Wool could function as *any* of the 16 wool colors in crafting OR be used to craft the ultimate "Chromatic" gear set.

3. The Time Limit: Adding Tension

A 3-hour limit is generous but adds stakes. Your idea of not notifying the player for the first hour is interesting, but could feel unfair. Let's evolve it into a more immersive, gradual system.

Let's call this the "**Dungeon Instability**" mechanic.

- **Hour 1 (Stable):** The dungeon is as-designed. Normal lighting, mob spawns, and mechanics. The player is free to explore and solve puzzles at their own pace. A subtle countdown timer could appear on the HUD: "Stability: 100%".
- **Hour 2 (Unstable):** The timer ticks down from 66% to 33%.
 - Visual cues: The lighting begins to flicker. Occasional harmless particle effects appear.
 - Auditory cues: Distant rumbling sounds.
 - Gameplay effect: Mobs spawn slightly more frequently. Some traps might reset faster.
- **Hour 3 (Decaying):** The timer ticks down from 33% to 0%.
 - Visual cues: A fog rolls in, reducing visibility. Blocks start to crack. The screen might have a slight vignette effect.
 - Auditory cues: The rumbling is constant. A faint, ominous music track begins.
 - Gameplay effect: A persistent, difficult (but not impossible) "Dungeon Guardian" mob spawns and begins hunting the player. It can't be killed, only stunned, forcing the player to keep moving.

When Time Runs Out (Instability reaches 0%):

Instead of just kicking the player out, the dungeon "collapses." The player is teleported back to the portal's entrance in the overworld, and the portal deactivates. It can only be re-opened after a significant cool-down period (e.g., three in-game days), and all progress inside the dungeon is reset. This is punishing but not world-ending.

Questions for the Team (You and ChatGPT):

1. **Dungeon Focus:** What should the balance be between puzzle-solving, parkour, and combat in the dungeons? Should some colors be almost entirely one type? (e.g., Yellow is a parkour dungeon, Gray is a puzzle dungeon).
2. **The Emerald Wool:** What unique purpose should the Emerald Catalyst Wool serve? My idea is a special trader, but what else could it do?
3. **Final Boss?** After placing all 16 wools, should a final, 17th portal open at the Monument leading to a boss fight to get the Rainbow Wool? Or should it just be awarded?

Let's hear your thoughts, and we can get ChatGPT to weigh in on specific mechanics or generate lists of puzzle ideas for the themed dungeons. Let's build this!