Team E2

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GDD2150 Sec. 1

9 March 2020

Game 6

Inscribed Layer

**Mechanics**

* Objectives
  + Short Term: Medieval style game where you lose items when you die you only get to take one hit then lose your character
  + Mid Term: Make the character more customizable.
  + Long Term: Have a full character creator where the character is completely your own
* Player Relationships
  + Players must “make” the character then dive into the dungeon where every turn could be there last forever.
* Rules
  + Implicit Rules:
    - Players will have to reach the end of the dungeon to survive
    - The enemies will kill you with one hit
  + Explicit Rules:
    - Make your character
    - Survive the dungeon by any means necessary
    - If you die you lose everything even your character
* Boundaries
  + The walls of the level keep the player enclosed and trapped in rooms as the fight to survive.
* Resources
  + Items that the player collects along the way to keep them safe.
    - Items include a Sword, Armor, Helmet, and Knife
    - Resources are lost upon each life lost.
    - A stash can be used to safeguard Resources without losing them.
  + The fighting mechanics in the game that allow them to fight off enemies.
* Assets
  + 2D pixel dungeon art, simple feedback sounds, somber/eerie background music
* Attributes
  + Dungeon crawler, Survival game
* Space
  + The setting is in medieval era inside of the dark castle.
* Table

**Aesthetics**

* Visual Art
  + 2D gothic pixel art with a simple UI. Most things in the game are those of a simple dungeon crawler game. Enemies, the player and other objects in the game will be a bit more colorful and aesthetic. All things that catch the players eye will be interactable or dangerous.
* Sound/Music
  + The music will be gothic music that of medieval era to fit the scene.
  + Getting items will give an audio feed back as well as using said items.
  + There are feedback sounds for failing/succeeding the level by either dying or completing the level.
* Tactile
  + The player primarily uses the keyboard to play the game. Making movement W, A, S, D and other keys to use items.
* Scented
  + The player’s character, the dungeon diver, has a normal sense of smell, the player cannot smell the game, although they might be able to imagine the musky smells of the character.
* Taste
  + The player will not be able to physically taste gameplay elements, but certain smell components might illicit a sense of taste in the player’s imagination.

**Narrative**

* Premise
  + The player is an exile that scavenges through the seven layers of Hell in order to sell gear to an indomitable lord, who seeks to conquer Hell, fueling the exile’s need for money and the Lord’s need for power. The player must first get through the demon prince and his servants to sell their goods to the Lord..
* Setting
  + You are trapped in the Castle of Nazarick diving into its horrors for the chance to get rich. The time is set in medieval era with the same type of art and weaponry.
* Character
  + You play as a Castle diver of your own creation. Your character wants to explore and get the treasure of Nazarick which will increase your Lord’s Power.
* Plot
  + You are a dungeon crawler looking for the next big dungeon with the name of your choosing. You find out about this tale of dungeon rumored in a land close by to house a fortune that will set any man for multiple lives. You with lust and greed in your mind you don’t hear the legends of the horrors that await. Now trapped in this dungeon you must survive or never see the light of day again.
* Choices
  + Choice of whether to use one item, or another or even just run
  + A player is constantly thinking will I survive and scared that they will die again and lose their character

**Technology**

* Game Engine
  + Game Maker Studio 2 Desktop
* Platform
  + Windows PC
* Interactive Tools
  + Mouse and Keyboard
* Input Speed, Accuracy
  + Input speed and accuracy has to be fast as the player dodge enemies and death struggling to survive.
* Output Speed, Resolution, Equipment
  + The game runs at 30 frames-per-second by default but wwwill be fine running at different frame rates. The default resolution is 1280x720 with a 16:9 aspect ratio.

Dynamic Layer

**Mechanics**

* Procedures
  + Player starts the game
  + Player creates character
  + Player then starts the level
  + Player must survive any way possible/ defeating enemies or running
  + Players find equipment to help survival
  + Player dies or survives the level
* Meaningful Play
  + Discernable: Picking up an item gives a noise as well as using these items
  + Integrated: If a player kills an enemy an item has a chance to drop.
* Strategy
  + Keep on the move and using your items to help you defeat enemies and gather more of these said items. Don’t get hit and avoid combat you can’t win.
* Bartle’s Player Types
  + Achiever – Beat the game in one play through without losing a character
  + Explorer – Look for secrets in the game and new items
  + Socializer – Not much for socializers in this game as it has not multiplayer functionalities
  + Killer – Kill enemies and survive with your character.
* Cheaters
  + A mod could give players more health or make them never die.
  + A mod could make the player one shot enemies like they do players.
* Spoilsports
  + A spoilsport would try to break the game by trying to glitch through walls and beat the game in record times.
  + It won’t be possible to rush through the game at all because you are one shot.
* Outcome
  + Immediate outcome: Player makes character
  + Cumulative outcome: Player tries to survive the levels
  + Final outcome: Players character is killed, or they survive the game.

**Aesthetics**

* Procedural Aesthetics
  + The game has its premade dungeons and music to create the game.
* Environmental Aesthetics
  + The environment is a cursed castle with monsters so it will be scary
* Dynamic Narrative
  + Narrative changes based on player choices. If a player dies sad music will play if the player survives happier music will play.

**Technology**

* Runtime Behavior
  + Artificial Intelligence
    - Enemies will have a sight range/ agro range that you can avoid or trigger.
    - There also will be a random spawner in the way enemies can spawn in a room
    - Enemies have been modified to alter pathing based on the player.
    - Enemy A.I. will become more fierce as the player goes through more rooms.

Cultural Layer

**Mechanics**

* Changes in Inscribed Mechanics
  + Mods could change the spawn rates of certain discrepancy types as add new discrepancies to find
* Custom Levels/Maps
  + Custom levels / maps could be implemented into the game that allow the player to take on new challenges if they dare.

**Aesthetics**

* Fan Art
  + Fans could defiantly draw fan art of the enemies or even of the characters they create putting themselves into the dungeons more.
* Cosplay
  + The game doesn’t have much cosplay potential, but it could if people want to cosplay as themselves as a dungeon diver.
* Gameplay as Art
  + This game uses simple sprites and basic interactive gameplay features, so it won’t be winning any awards for its art or narrative.

**Narrative**

* Fan Fiction
  + Fans could write about the exploits of themselves as the great treasure hunter and write their own adventures.
* Narrative Game Mods
  + The game is about their treasure hunter so people could write their own more in depth story for it and make it glorious.
* Machinima
  + The game has no multiplayer functionality, nor can the player really move outside of the dungeons. Also because players are one shot it would be way too difficult to create videos.

**Technology**

* Player-Made External Tools
  + Mapping Tools
    - Maps could be implemented and supported, also the background/environment could be changed.
  + Statistical Tools
    - The community could create tools to track the number of mistakes made in while players were exploring which caused their untimely deaths.
  + Game Data Management
    - No data gets saved during gameplay, so the community would have to alter the game’s code itself to make changes to the data.
  + Game Guides
    - The community can definitely make guides to the dungeons and what to do in certain situations.