CS427 – Dungeon Escape Game

**Title: Dungeon Escape**

Genre: Dungeon Platformer

Platform: Unity

Group Members

|  |  |
| --- | --- |
| **Student ID** | **Full Name** |
|  |  |
| 20125053 | Tran To Bang Trinh |
|  |  |
|  |  |

Contents

[I. Introduction 3](#_Toc142921782)

[II. Gameplay 3](#_Toc142921783)

[III. Features 3](#_Toc142921784)

[a. Enemies 3](#_Toc142921785)

[b. Player action 4](#_Toc142921786)

[c. Environment 4](#_Toc142921787)

[d. Collectable Items 4](#_Toc142921788)

[e. UI 5](#_Toc142921789)

[i. Welcome screen 5](#_Toc142921790)

[ii. Starting screen 5](#_Toc142921791)

[iii. Result screen 5](#_Toc142921792)

[iv. Side panel 5](#_Toc142921793)

[f. Background Music and Sound Effects 6](#_Toc142921794)

[g. Level design 6](#_Toc142921795)

[IV. Resources 6](#_Toc142921796)

# Introduction

"Dungeon Escape" is a mixture of platformer and dugeon game which offers action, exploration, and puzzle-solving. Inspired by the game asset package published by [Ansimuz](https://assetstore.unity.com/publishers/18720), we have developed this game as a 2D game project. This game takes players on a thrilling adventure through a series of challenging grottos, where players fight against enemies to collect valuable items, promising hours of entertainment and excitement.

# Gameplay

In “Dungeon Escape” game, you will become a corageous player who’s explroring through some fancy grotto environments filled with enemies with different kinds of attacks. For example, “lizards” can shoot out fireballs in the direction of the player, while “skeletons” wander around the map and damage the player upon direct contact, etc. There are variety of actions player can do such as walking, jumping, climbing, reminiscent of classific platformers plus shooting to make the game more intriguing. Each grotto has many items to collect with “Heart” to increase player’s health, “Gun” to enable player to attack the enemies and “Energy can” is the goal to win this game if all of them is collected in each level. There are also many enemies and obstacle in each dungeon, player need to overcome them to collect “Energy can”.

The dungeon aspect makes the game more challenging as players must explore labyrinthine paths to find way collect enough items to win the game. The combination of platforming and dungeon exploration creates a dynamic and immersivce gameplay experience that keeps players engaged in the game.

# Features

## Enemies

There are variety of enemies play a role as obstacles hindering player from collecting item and progressing to next map.

|  |  |
| --- | --- |
| **Figure** | **Action** |
| Lizard | Stationary. Periodically shoots a fireball towars a fixed direction. If player gets hit by the fireball, lose 1 Heart. Upon direct contact, player also loses 1 Heart. |
| Slime | Moving while sticking on terrain. Upon direct contact, player loses 1 Heart. |
| Skeleton | Walking left and right continuously. Upon direct contact, player loses 1 Heart. |
| Ghost | Stationary, “floating” on the air. Upon direct contact, player loses 1 Heart. |
| Fly-eye | Flying up and down continuously. Upon direct contact, player loses 1 Heart. |
| Bat | Flying left and right continuously. Upon direct contact, player loses 1 Heart. |

## Player action

Player actions are performed and controlled by keyboard input.

|  |  |
| --- | --- |
| **Action** | **Keyboard Input** |
| Climbing |  |
| Jumping |  |
| Shooting |  |
| Running |  |

## Environment

There are different kinds of terrain can both support and hinder player to make the game more appealing.

|  |  |
| --- | --- |
| **Terrain** | **Feature** |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |

## Collectable Items

We have collectable items in each map to aid and support utilities for player to win the game.

|  |  |
| --- | --- |
| **Items** | **Function** |
| Heart | Increase the health of player to continue the game. If the player runs out of health, the game is restarted. |
| Gun | Increase the number of bullets for player to shoot the enemies. If the player uses all of his bullets, the shooting action is disabled. |
| Energy Can | The player will win the game if he collects all energy can in corresponding level. |

## UI

We have interactive UI to enhance user experience when playing our game.

### Welcome screen

### Starting screen

### Result screen

* Game Over screen
* Win screen

### Side panel

The side panel is placed in the right side of each scene to provide information of the current status for the player to keep track with. We have designed it with the support of TextMeshPro component.

|  |  |
| --- | --- |
| **Component** | **Function** |
| Level | Display the current level. |
| Heart Counter | Display the current health of player (raning from 1 to 6). |
| Gun Counter | Display the number of bullets player can shoot to fight against enemies. |
| Energy Counter | Display the number of energy can collected. |
| Map | Display the current dungeon the player is in. |

## Background Music and Sound Effects

Background music sets the tone and mood of the game, it helps establish the game's atmosphere and imerse players more deeply in the game world.

Sound effects provide immediate feedback to player actions, reinforcing their choices and decisions.

## Level design

Our game has 2 levels with different environment and challenges.

|  |  |
| --- | --- |
| **Level** | **Key features** |
| Level 1 | * Map: there are 9 maps to explore (excluding the starting screen). * Goal: there are 5 energy cans to be collected to win this level. |
| Level 2 | * Map: there are 12 maps to explore (excluding the starting screen). * Goal: there are 8 energy cans to be collected to win this level. |

# Resources

[Super Grotto Escape Asset Pack](https://assetstore.unity.com/packages/2d/environments/super-grotto-escape-pack-238393)