The game Dungeon Delvers has a lot of features I like. I enjoy being able to plan roles in the team through the team setup, I find it helpful that I can prioritize different team member’s actions, and I love being able to purchase classes. There wasn’t much about that game that I didn’t enjoy, however I found the camera movement clunky, the pathfinding could be irritating at times, and it was sometimes hard to identify the radius in which your healer player can heal other team members. I think this game is popular because of its unique self-defined role function, its ability to pre-define actions, and its charming graphics.

If I was to mod this game, I would make it so you can switch up your team’s actions mid-level. If a vital player, like a healer or a fighter, dies mid-level, then you’re basically screwed. However, if you can make adjustments to your team’s actions, then your party may be able to pull through. I would also add in-level buffs, like fireproof potions or armor potions to give the player an extra edge.

I think players would enjoy these additions because they make the game a little more user-friendly, and provide alternatives to just restarting the level if one of your characters die. Being able to change actions mid-level also creates an extra level of skill in decision making to decide what actions you can afford to lose and which ones you need, thus making the game more interesting. I also think that adding potions such as fireproof will help the player realize sooner that they need to walk over the magma to kill the ghost in the second level.

These changes, however, probably wouldn’t be easy to implement. The ability to change actions mid-level would probably require a complete scripting overhaul, or at least copy-pasting the party building script over into the levels which could cause a significant amount of lag. Potions would be slightly easier, however they require creating completely new scripts and art.