The Dungeoñeers: Alex, Gabe, Oliver, Levi, Andy

Levis' Fungeon, a video game

It will be a dungeon crawler, which will have turn based combat. There will be enemies to fight and a leveling system of some kind.

Enter The gungeon: The main similarity with entering the gungeon and levis Fungeon terrain will be randomly generated. The main difference will be how our combat system works with combat in our game being randomly encountered vs enemies just spawning around the room in enter the gungeon.

Final Fantasy: The combat style and systems are quite similar, but with a less complicated skill and spell tree to maintain a steady progression level. Also allies are on the left and enemies on the right, contrasting Final Fantasy's battle outline.

Pokemon: The main similarity between pokemon and levis dungeon is how combat will be triggered. There will be a small chance of encounter on certain squares of the floor, this will allow for resource use in a way that can be planned.

I am a gamer, and I want a tutorial so that I can learn the game and its mechanics.

I am a gamer and I want a narrative in my game so that I can be invested in my game.

I am a gamer, and I want a challenging yet rewarding game so that I can notice improvement and have a fun experience.

I am a casual gamer, and I want a gradual difficulty curve so that I can feel an improvement on my gameplay and skill.

I am an artist, and I want a pixel art style so that I can run this game on most computers as a pixel art game requires less rendering power.

I am a gamer, and I want cool spells and abilities for combat so that I can feel a diverse combat system and try different playstyles.

I am a gamer, and I want a game with rpg elements so that I can level my character and enjoy the results of my effort

I am a book enjoyer, and I want lore to read so that I can get invested in the game

I am a gamer, and I want easter eggs so that I have a reason to explore every corner of the floor

I am a public user and I want to be able to control each part member individually, so I can control the combat.

I am a gamer and I want to be able to make choices about how my character reacts, so I can feel more involved in the story.

I am a speed runner and I want to be able to find creative ways to finish the level so I can go fast.

I am a dungeon crawler lover and i want multiple floors so i can have a full game experience
I am a gamer and i want an item shop so i can buy cool new weapons for my character
I am a gamer and I want different weapon types so I can use different types of attacks .