A close up of a sign

Description automatically generatedYour Next 8-Bit Adventure

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# Summary

Escalation Dungeoneer is a 2D 8-Bit ‘beat-em-up’ game which combines the fun of dungeon crawling and achievements. The dungeons will all be supplied with their own monsters, mini-bosses, and bosses, each with unique attacks and drops. Dungeons will be tiered and will scale in size and difficulty based on the tier of said dungeons. For example, a Tier 6 dungeon is meant for players who have near-complete skill in the game; this tier of dungeons is the hardest in the game and requires that the player be at least level 75. Escalation Dungeoneer allows for multiple options of play: Easy, Medium, and Hardcore. Easy is the easiest of the difficulties and will make dungeons and monsters deal the normal amount of damage and players do not lose anything when they die. Medium will make monsters and dungeons deal a higher amount of damage than normal, rewards will be dropped more often, and the player will lose experience points and items on death. These cannot be recovered. Hardcore will make monsters and dungeons deal a very large amount of damage, rewards will be better than in other difficulties, and worlds will be deleted when the player dies; this gameplay mode is not recommended for new players.

# Status Effects

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Status Effect** | **Duration** | **Damage Over Time** | **Description** | **Sprite** |
| Poison | 1500ms | 20% / s | Does not stack. Poison will deal a large chunk of damage over time if not dealt with immediately. |  |
| Dazed | 200ms | N/A | Freezes the player for the duration of the daze. Player will be unable to move and cannot do anything for duration. |  |
| Slow | 1000ms | N/A | Lowers the player’s speed by ½ their normal speed. Will also affect any items that they are wearing to increase speed. |  |

# Dungeons

## Crawler Tunnels

|  |  |
| --- | --- |
| **Name** | Crawler Tunnels, Elite Crawler Tunnels (Tier 6) |
| **Description** | The Crawler Tunnels is the most basic dungeon with some minorly-less unique enemies. The player can expect to find worms, bees, and spiders, along with some passive enemies that don’t really do a whole lot. The dungeon is littered with cobwebs, dung-balls, nests, and honey blocks; each of these traps are unique in their appearance and actions. Destroying a nest will release wasps and honey blocks. The walls will be made of dirt and some mossy blocks, along with vines and roots. Floors will be dirt and stone with some variability in each by color and size of debris. |
| **Tier Range** | 1-3 + Mode, 6 + Mode |
| **Average Mobs** | 25 |
| **Treasure Room Chance** | 5% \* Tier |
| **Average Rooms** | 10 \* MAX (1, (0.5 \* Tier)) (This will fluctuate based on RNG) |
| **Mini Bosses** | Arach’Nia, The Giant Hornet |
| **Boss** | The Mongolian Death Worm |

### Encounterable Monsters

#### Worm Larvae

Worm Larvae exist in two possible states and are very small. Passive in nature and move very slowly (0.25 blocks / second). Their animation state changes every 100 milliseconds and only changes between idle and move which we can see in their image.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Stats** | **Level** | **XP** | **Health** | **Defense** | **Dexterity** | **Speed** |
| Worm Larvae | 1 \* Tier | 1 \* Tier | 15 \* Tier | 1 \* Tier | N/A | 0.25 / s |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Drop | Quantity | Rarity | Value | Chance |
| Coins | 1 \* Tier | Common | 1 | 1 |
| Insect Carcass | 1 | Common | 1 | 1 |

#### A picture containing outdoor, background, stop, sitting Description automatically generatedMaggot Wasp

Maggot wasps are exactly like they appear, a mixture of a maggot and a wasp. Maggot Wasps are extremely hostile and will attack and chase the player. Maggot wasps will chase the player up to 15 blocks from their spawn position. The sprite is comprised of two animatable sprites, the static wasp itself and the wings. The wings will cycle over a span of 250 milliseconds, a total of 31 milliseconds per sprite. Any time the maggot wasp attacks, it will change to the open-mouth sprite, this will last for a total of 250 milliseconds before returning to the base-sprite. The Maggot Wasp will use the open-mouth sprite when it is attacking the player with the bite attack. When the maggot wasp attacks the player with its ‘sting’ attack, it will not change sprites, but will release a projectile in the direction of the player. Maggot Wasps will spew Worm Larvae when killed, usually between 2-4 Worm Larvae.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Stats | Level | XP | Health | Defense | Dexterity | Speed |
| Maggot Wasp | 6 \* Tier | 20 \* Tier | 50 \* Tier | 2 \* Tier | 3 \* Tier | 3.0/s |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Drops | Quantity | Rarity | Value | Chance |
| Coins | 25 \* Tier | Common | 1 | 1 |
| Stinger | 1 | Common | 10 | ½ |
| Insect Carcass | 1 | Common | 1 | 1 |
| Decaying Ooze | 2 | Uncommon | 150 | 1/30 |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Attacks | Damage Range | Status Effect | Status Duration | Shot Sprite | # Proj | Proj Life | Proj Spd |
| Spit | 1-2 \* Tier | N/A | N/A |  | 1 | 300ms |  |
| Sting | 1-3 \* Tier | Poison | 1500ms |  | 1 | 200ms |  |
| Bite | 2-3 \* Tier | N/A | N/A | N/A | N/A | N/A |  |

#### A picture containing outdoor, background, stop, clouds Description automatically generatedWasp

Exactly like the maggot wasp, just recolored.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Stats | Level | XP | Health | Defense | Dexterity | Speed |
| Wasp | 7 \* Tier | 35 \* Tier | 150 \* Tier | 4 \* Tier | 7 \* Tier | 8.0/s |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Drop | Quantity | Rarity | Value | Chance |
| Coins | 55 \* Tier | Common | 1 | 1 |
| Stinger | 1 | Common | 10 | ½ |
| Insect Carcass | 1 | Common | 1 | 1 |
| Honeycomb | 6 | Common | 50 | ¼ |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Attacks | Damage Range | Status Effect | Status Duration | Shot Sprite | # Proj | Proj Life | Proj Spd |
| Sting | 1-3 \* Tier | Poison | 1500ms |  | 1 | 400ms | 6.0/s |
| Bite | 2-3 \* Tier | N/A | N/A | N/A | N/A | N/A | N/A |

#### Honeybee

The Honeybee is passive and will drop honeycomb when killed.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Stats | Level | XP | Health | Defense | Dexterity | Speed |
| Honeybee | 2 \* Tier | 3 \* Tier | 50 \* Tier | 2 \* Tier | N/A | 4.0/s |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Drops | Quantity | Rarity | Value | Chance |
| Coins | 25 \* Tier | Common | 1 | 1 |
| Stinger | 1 | Common | 10 | 1/10 |
| Insect Carcass | 1 | Common | 1 | 1 |
| Honeycomb | 4 | Common | 50 | ¼ |

#### Feeder Worm

Feeder Worms are hostile and territorial, and they will dig through the ground, leaving behind a trail of disturbed earth particles, which will disappear after 2 seconds; this will allow the player to see where the feeder worm will be. When the Feeder Worm comes out of its burrow, it will attack the player by biting them, or by shooting projectiles toward them. Before it goes to burrow again, it will shriek and vibrate for 1000ms.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Stats | Level | XP | Health | Defense | Dexterity | Speed |
| Feeder Worm | 4 \* Tier | 20 \* Tier | 50 \* Tier | 2 \* Tier | 3 \* Tier | 3.0/s |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Drops | Quantity | Rarity | Value | Chance |
| Coins | 25 \* Tier | Common | 1 | 1 |
| Insect Carcass | 1 | Common | 1 | 1 |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Attacks | Damage Range | Status Effect | Status Duration | Shot Sprite | # Proj | Proj Life | Proj Spd |
| Bite | 2-3 \* Tier | N/A | N/A | N/A | N/A | N/A |  |
| Burrow | 3-5 \* Tier | Dazed | 100ms | N/A | N/A | N/A |  |

#### A picture containing table Description automatically generatedGiant Roach

Passive enemy, just large for a roach. Giant Roaches can usually be seen rolling a ball of dung and will roll it around the entire room. They drop beetle husks, carcasses, and some coins when killed. They will roll into a ball and attempt to flee when they are attacked for 750ms, then return to the dung ball it was rolling around, unless killed.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Stats | Level | XP | Health | Defense | Dexterity | Speed |
| Giant Roach | 2 \* Tier | 10 \* Tier | 50 \* Tier | 2 \* Tier | N/A | 1.5/s 3.5/s roll |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Drops | Quantity | Rarity | Value | Chance |
| Coins | 3 \* Tier | Common | 1 | 1 |
| Beetle Husk | 1 | Common | 25 | 1/20 |
| Insect Carcass | 1 | Common | 1 | 1 |

#### Baby Spider

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Stats | Level | XP | Health | Defense | Dexterity | Speed |
| Baby Spider | 1 \* Tier | 5 \* Tier | 15 \* Tier | 0 | 2 | 1.0/s |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Drops | Quantity | Rarity | Value | Chance |
| Coins | 5 \* Tier | Common | 1 | 1 |
| Spider Venom | 1 | Common | 150 | 1/50 |
| Insect Carcass | 1 | Common | 1 | 1 |
| Spider Fang | 2 | Common | 20 | 1/10 |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Attacks | Damage Range | Status Effect | Status Duration | Shot Sprite | # Proj | Proj Life | Proj Spd |
| Bite | 1 \* Tier | N/A | N/A | N/A | N/A | N/A | N/A |

#### Spider

The spider is a normal sized arachnid that is passive-aggressive, meaning that the spider will not attack until provoked. When a spider is provoked, it will attack the player. The spider has two basic attacks, the first being bite, which is the generic bite that most of the monsters in this dungeon do but will poison the player, and the second being spitting. The spider will charge this attack up and it can be interrupted by killing the spider.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Stats | Level | XP | Health | Defense | Dexterity | Speed |
| Spider | 2 \* Tier | 10 \* Tier | 25 \* Tier | 1 \* Tier | 3 | 2.0/s |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Drops | Quantity | Rarity | Value | Chance |
| Coins | 25 \* Tier | Common | 1 | 1 |
| Spider Venom | 1 | Common | 150 | 1/10 |
| Insect Carcass | 1 | Common | 1 | 1 |
| Spider Fang | 2 | Common | 20 | ½ |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Attacks | Damage Range | Status Effect | Status Duration | Shot Sprite | # Proj | Proj Life | Proj Spd |
| Bite | 1-3 \* Tier | Poison | 1500ms | N/A | N/A | N/A | N/A |
| Spit | 3-10 \* Tier | N/A | N/A |  | 3 | 300ms | 6.0/s |

#### A picture containing object, drawing, clock Description automatically generatedGiant Spider

Giant Spiders are sure to give those with arachnophobia one hell of a time. They have simple attacks, bite, spit, spray. When they spit, they will charge up before finally attacking. Giant Spiders will run toward the player when they bite, dealing a large amount of damage. Pretty sure these were generated in a lab or something…

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Stats | Level | XP | Health | Defense | Dexterity | Speed |
| Feeder Worm | 6 \* Tier | 30 \* Tier | 150 \* Tier | 5 \* Tier | 5 \* Tier | 3.0/s |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Drops | Quantity | Rarity | Value | Chance |
| Coins | 25 \* Tier | Common | 1 | 1 |
| Spider Fang | 2 | Common | 20 | ½ |
| Insect Carcass | 1 | Common | 1 | 1 |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Attacks | Damage Range | Status Effect | Status Duration | Shot Sprite | # Proj | Proj Life | Proj Spd |
| Bite | 6-10 \* Tier | Poison | 1500ms | N/A | N/A | N/A | N/A |
| Spit | 5-15 \* Tier | N/A | N/A |  | 5 | 400ms | 7.0/s |
| Spray | 10 \* Tier | Screen Block | 1500ms (Fade) |  | 1 | 200ms | 15.0/s |

#### A close up of a logo Description automatically generatedThe Giant Hornet – Mini-Boss

The Giant Hornet is completely hostile, and very mean. It has multiple attack patterns dealing large amounts of damage. Giant Hornet can sting, bite, spit, and ornithopter its wings to create a vortex, pushing the player toward the bottom of the room, possibly causing the player to run into traps or objects in the treasure room. When Giant Hornet flaps its wings very fast, this will cause a large draft downward, which will be visible to the player (See attacks for sprites). The Giant Hornet will shoot four shots out toward the player in a 60-degree pattern when spitting, each dealing damage. When the Giant Hornet attempts to sting the player, it will shoot multiple shots toward the player, the first immediately, and the second 100ms after the first. Ornithopter will be automatically triggered when the player goes higher than the center-Y of the Giant Hornet.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Stats | Level | XP | Health | Defense | Dexterity | Speed |
| The Giant Hornet | 8 \* Tier | 100 \* Tier | 600 \* Tier | 4 \* Tier | 10 \* Tier | 6.0/s |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Drop | Quantity | Rarity | Value | Chance |
| Coins | 400 \* Tier | Common | 1 | 1 |
| Stinger | 3 | Common | 10 | 3/10 |
| Insect Carcass | 2 | Common | 1 | 1 |
| Hunter’s Tri-Bow | 1 | [UNC, RAR, VRA, LEG] | 6500 \* Rarity | 1/100 |
| Lesser Potion of Health | 3 | Uncommon | 100 | 2/5 |
| Lesser Potion of Mana | 2 | Uncommon | 100 | 2/5 |
| Honeycomb | 5 | Common | 50 | 1/5 |
| \_UNCOM | \_UNCOM | \_UNCOM | \_UNCOM | \_UNCOM |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Attacks | Damage | Status | Status Dur | Sprite | # Proj | Proj Life | Proj Spd |
| Spit | 5-6 \* Tier | N/A | N/A |  | 4 | 500ms | 5.0/s |
| Sting | 4-10 \* Tier | Poison | 1500ms |  | 2 | 400ms | 10.0/s |
| Bite | 3-5 \* Tier | N/A | N/A | N/A | N/A | N/A | N/A |
| Ornithopter | 5 \* Tier | Dazed | 200ms |  | 10 | 100ms | 0.0/s |

#### Arach’Nia – Mini-Boss

Likely the largest spider you will ever encounter, Arach’Nia is an aggressive arachnid that will give you a run for your money.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Stats | Level | XP | Health | Defense | Dexterity | Speed |
| Arach’Nia |  |  |  |  |  |  |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Drops | Quantity | Rarity | Value | Chance |
| Coins | 25 \* Tier | Common | 1 | 1 |
| Spider Fang | 4 | Common | 20 | 1 |
| Insect Carcass | 1 | Common | 1 | 1 |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Attacks | Damage Range | Status Effect | Status Duration | Shot Sprite | # Proj | Proj Life | Proj Spd |
| Bite |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |

#### The Mongolian Death Worm – Dungeon Boss

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Stats | Level | XP | Health | Defense | Dexterity | Speed |
| Mongolian Death Worm |  |  |  |  |  |  |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Drops | Quantity | Rarity | Value | Chance |
| Coins |  | Common | 1 | 1 |
|  |  |  |  |  |
| Insect Carcass | 6 | Common | 1 | 1 |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Attacks | Damage Range | Status Effect | Status Duration | Shot Sprite | # Proj | Proj Life | Proj Spd |
| Bite | 2-3 \* Tier | N/A | N/A | N/A | N/A | N/A | N/A |
| Tunnel | 3-5 \* Tier | Dazed | 100ms | N/A | N/A | N/A | N/A |

### Obtainable Items

### Environment

#### Traps

##### Hive

The hive releases 1-3 wasps when the player breaks into it. Breaking the hive will also drop honeycomb as well as bottles of honey. Honeybees are naturally attracted to the hive and will fly around the hive as well as flowers that are found in the cave. Walking over a hive will also destroy it, releasing wasps. There will be multiple hives in the treasure room containing The Giant Hornet.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Stats | Level | XP | Health | Defense | Dexterity | Speed |
| Hive | N/A | N/A | 10 | N/A | N/A | N/A |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Drops | Quantity | Rarity | Value | Chance |
| Honeycomb | 4 | Common | 50 | 1 |
| Insect Carcass | 2 | Common | 1 | 1 |
| Bottle of Honey | 1 | Common | 100 | ½ |

##### Cocoon

Cocoons release 1 Giant Spider, 1 Spider, and 5 Baby Spiders when the player breaks into it. Breaking into a cocoon will drop some insect carcasses. Walking over a cocoon will not break it but will prevent the player from moving through it.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Stats | Level | XP | Health | Defense | Dexterity | Speed |
| Cocoon | N/A | N/A | 20 | N/A | N/A | N/A |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Drops | Quantity | Rarity | Value | Chance |
| Spider Silk | 3 | Common | 50 | 1 |
| Insect Carcass | 5 | Common | 1 | 1 |
| Cocoon Shell | 1 | Uncommon | 150 | 1/10 |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Attacks | Damage Range | Status Effect | Status Duration | Shot Sprite | # Proj | Proj Life | Proj Spd |
| Slow | N/A | Slow | 1000ms | N/A | N/A | N/A | N/A |

##### Cobweb

##### Dung Ball