Dungeon Design Document

Start

Map discovery can be a bool switch in each room!

The player starts off in the catacombs.

Level design.

3.When the player picks up the skull, it can be used in the next room on the altar.

4. There is an altar with a skull shaped fitting. To the right a wall opens to reveal a secret treasure room.

5. The secret room contains two healing potions and gold.

6. Going left there is a dank smell in the air from the necrosis setting in. You really do not like this place. There is a 40% chance of enemy encounter.

7.North of this room is a library. This seems seriously out of place in the catacombs. The smell still exists, but the furnishings are suspect. The walls are lined with bookcases filled with books. When the player reaches to examine a title, the necromancer appears.

(Lvl 1 mini boss) After the battle there is a book on the lectern that catches your eye, you can take it. There is a key inside.

8. You walk into the room and there are what seems like hundreds of cages scattered around the room.

If necro has been defeated{ this must have been the research subjects for the necromancer. No one seems to be left alive. The a horrid smell permeates the area.

Zombie fight

9. This small room contains an unidentified flask on a table with chairs all around. Do you dare to take a drink? Health restore.

10. Going north in this massive room leads to more cages lining the perimeter with a door at the far end. Open = the door is locked use key = the door clicks unlocked and can now be entered.

11. As you walk into the room you are surprised to see a man slumped in the corner. He must have been locked in here for some time.

(name) joins your party

12. Going east fills you with a sense of dread, the corridor is cramped and you hear skittering to the east. There could be a fight ahead.

13. Here the corridor forks north and south. To the south there is a closed gate. It is inaccessible. It must be triggered from 16.

14. You enter a hexagonal room with a dripping roof. In the distance there is a howl. A enemy appears from the shadows and begins to move toward you.

15. There is a fountain in this room. It calms you; this is a great place to take a short rest.

16. This room contains a bookcase that is missing one book. When you place the book you hear a clang in the distance.

17. With the gate now opened, you go through the gate and can see light to the East. You are starting to feel like this nightmare is finally coming to an end.

<prisoner talks> This might be a good time to prepare, I doubt we will get out of here without a fight.

18. BOSS BATTLE

19. You ascend the stairs and find your eyes adjusting to the light. You have been down in the catacombs for a while.

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| 10. Prisoner v | XXXX | XXXXX | XXXXXX | XXXXXX | 15. Use book v |
| 9. Cages 2 Locked Door north ^v | 6. Mini Boss Treasure v | 3.Altar v > | 4. Secret Room from Skull interact | 13. Enemy v > | 14.Healing <^ |
| 7. Cages ^ v | 5. Encounter chance. < ^ | < 2. Skull v ^ > | 11. Corridor <> | 12. Corridor ^v | XXXXXX |
| 8. Healing^ | XXXXXX | 1.Kobold v ^ | XXXXX | 16. Light Save Game Warn ^> | 17.Boss Fight <v |
| XXXXXX | XXXXXX | 0.Start^ | XXXXX | XXXXXX | 18. Exit UP |