Dungeon Design Document

Start

The player starts off in the catacombs.

Level design.

When the player picks up the skull, it can be used in the next room on the altar. To the right a wall opens to reveal a secret treasure room.

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.

North of this room is a library. This seems seriously out of place in the catacombs,

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | XXXX | XXXXX |  |  |  |
|  | MiniBoss Treasure | Altar> | Secret Room from Skull interact |  |  |
|  | Encounter chance. < ^ | < Skull^ > |  |  |  |
|  | XXXXXX | Kobold^ | XXXXX |  |  |
|  | XXXXXX | Start^ | XXXXX |  | Exit UP |

