

# 2D Dungeon Crawler

## Game Design Document

By Team 04

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*[Grab all the treasure!]*

### Project Description

*This game is a 2D isometric dungeon crawler where you are a greedy fledgling adventurer who heard tales of an abandoned mineshaft that monsters have taken over. Where there's monsters there's loot and treasure to be plundered! So the young adventurer plunges into the darkness.*

### Version History

Version #	Implemented By	Revision Date	Approved By	Approval Date	Reason
1.0	Team 04	10/02/2020	Team 04	10/05/2020	Initial version

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## **1. Characters**

*Your character is a fledgling adventure who has insatiable and blinding greed. They want to take everything they can get their hands on no matter the dangers.*

## **2. Story**

The game opens with our player character entering an abandoned mineshaft. He travels deeper and stumbles across a pile of bones holding a weapon. This will be the first of many he finds and picks up. Traveling deeper, he comes across several enemies of varying strengths, shapes, and sizes. Eventually he reaches a dead end and comes face to face with a gigantic monster guarding a hoard of treasure . After defeating the monster, he walks toward the treasure, but the monster falls and shatters the ground, causing him to fall down and lose a percentage of his items.

### **2.1. Theme**

*This game is about greed. The main character is in search of treasure without caring for the dangers that he may face in the mineshaft.*

### **3. Story Progression**

Each time the player clears the level, they will be taken over by their greed and try to take the boss's weapon for themselves, turning a blind eye to the cracking ground underneath them. A floor breaks open and drops the player deeper into the cave.

### **4. Gameplay**

In this game you start with just a sword. You go through the dungeon killing any enemies in your path with your various attacks. There are other weapons that can be found throughout the dungeon or by defeating certain enemies. With your ever growing arsenal, you must clear the dungeon of all enemies and defeat the floor boss.

#### **4.1. Goals**

*Overall goal(long term): Get as much treasure as you can because you are greedy. Will you be able to escape the darkness of the mine before greed becomes your downfall?*

*Gameplay goal(short term): Defeat all the enemies in the level including a boss that guards the entrance to the next level while also picking everything you can.*

## 4.2. User Skills

*Look at enemy telegraphs and dodge accordingly and strike them down when there is an opening in their attacks. There will be projectiles you need to keep your eyes on and dodge or move out of their path. The player will have to aim their weapon with their mouse.*

## 4.3. Game Mechanics

Controls are simply w-a-s-d or arrow keys to move and you can press space to dodge/dash. Left click to do a light attack, and right click to do a charged attack. You start with 3 hearts with each enemy attack taking out a quarter of one heart. As you progress enemy attacks start to deal more damage. To counter the increasing damage you will be able to increase your maximum life through pickups or by defeating bosses.

## 4.4. Items and power-ups

*Types of weapons:*

- ATK boost
- ATK speed boost
- Movement speed boost
- Health convert to shield
- More health
- More projectiles
- Spread in the projectiles
- Different projectiles (each will have a different effect)
- Etc...

Items will drop at random and the items will come from a list of items. Each item will have a variety of effects and stats to them.

## **4.5. Progression and challenge**

Monsters in the dungeon will have a random chance to drop items that are from a list of items and they will all have the same probability of dropping. At the end of the dungeon we will have a boss at the end and each boss will have a different mechanic to beat it. When moving on to the next level you will only keep a percentage of the items from the previous level. The next level will just get slightly harder.

## **4.6. Losing**

When you take too much damage and your health reaches 0, you die and you are reset to the beginning of the level.

## **5. Art style**

It will be a pixel style art. Darker tone for the colors and gritty.

## **6. Music and Sounds**

Music will be slow and somber to fit the dark nature. It will also be muffled as the setting is in a mine. The sound design will be dark as well. There will be typical sounds of a cave/mine like wind howling through the cave, or water dropping for stalactites.

## **7. Technical description**

This game will be made for the PC only. The engine being used to create the game will be Unity.

## **8. Marketing & Funding**

We have no plans to actually publish the game, and with everything being in house, there's no funding involved.

### **8.1. Demographics**

*Age: 13+*

*Sex: Everyone*

*Casual players*

### **8.2. Platforms & Monetization**

*Everything in the game will be free to play with no plans of monetization.*

### **8.3. Localization**

*The game will be in english. If this game is published and gets a following then we will add extra languages based on community feedback.*

## 9. Other ideas

- We could scale the difficulty of the level with the amount of items the player is holding
- You can end the game prematurely by walking out of the mine entrance in the first level
- Choose what you keep when progressing
- Active items based on amount or cooldowns
- Since the character is greedy; have useless objects be able to be picked up, just gets stored into imaginary inventory (Like pots, broken weapons, or shiny rocks).
- If we scale difficulty with items we could have npcs that are willing to trade the useless items for some other items to reward the player for playing with increased difficulty.
- The player character has skills binded to q, e, and r. Example skills: Steal- Character takes a nearby enemies weapon for himself leaving the enemy helpless (does not work on bosses). Throw- Character throws some of the junk/ or weapons they've collected.