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## 1.0 Summery

### 1.1 Game

A 3D, third-person roguelike where the players ultimate goal is to discover and reach the bottom of the chasm. The player doesn’t not play as any one individual character, but instead plays as a different member of the village above each time the game is restarted. When traversing down the chasm, the player will encounter various monsters or groups of monsters that make their path down the chasm more difficult. The chasm consists of a series of layers, with each layer having its own set of monsters and boss/mini boss to defeat before they are able to progress downwards. Along the way, through either the defeating of monsters/bosses or by finding them someone in the layer, the player can pick up items and upgrades which will aid in making them stronger. There are many other mechanics that differentiate this game from other similar games, but this is a general outline of the game.

### 1.2 Story

A Village resides on top of/nearby to a mysterious chasm. The chasm poses some kind of threat to the people of the village, so it has been decided by influential people that it is to be explored and the mysteries be unearthed, regardless of the sacrifices that would need to be made. This however isn’t as dystopian as it sounds as going down into the chasm and improving the knowledge of the people is seen as brave and the sacrifice is celebrated. When people go down into the chasm, it is assumed that they will not return unless they reach the bottom, but the dwellers are given a number of resources that allow them to communicate their findings to the people at the top which is instantly used to improve the chances of the next persons success.

Keeping this in mind, this means that whenever the player starts a new run, they are playing as a completely independent and different person from the village. The knowledge sent from previous attempts act as improvements of the efficiency that the player can use the items they discover. For example, after obtaining an item that gives 10% movement speed in 5 different runs, it may be upgraded to an item that gives 12% movement speed instead. This ensures that the sense of progression is maintained whilst tying the mechanic into the story.

## 2.0 Important Concepts

### 2.1 Core Gameplay Loop

The basic concept of the gameplay loop is very simple and can be simplified to just three steps. Enter new layer -> Defeat Enemies -> Obtain new items. This of course leaves out a lot of details but everything can be simplified down to this simple sequence.

We can however expand on this a lot by exposing some important gameplay mechanics into the loop.

1. Enter a new layer | Every part of the gameplay loop starts when the player enters a new layer. This could be entering the top first layer or delving into the 15th layer, but the concept stays the same

2. Defeat enemies | This is a catch all for the living obstacles to the player that doesn’t include more serious enemies like bosses or mini bosses. Whether the player decides to fight all the enemies on a layer or tactically target only a few doesn’t matter, but some enemies will have to be defeated in order to proceed to the next part of the loop.

3. Obtain items | Items or powerups can be found via a few methods, but the main ones would be from the random chance that monsters drop an item on being defeated. These items of course are what feed the power progression of the player and should be necessary for them to effectively defeat enemies later on in the game.

4. Find and defeat the layer boss | Each layer has a particular enemy that gates progression on that layer. They would normally be found at the passageway from one layer to the next and are considerably stronger than a regular opponent. Due to this, they will likely also drop some kind of item and of course also offer the option to proceed to the next layer.

5. Send information back to the surface | This technically does not have to happen after defeating the layers boss, but since information on all currently held items will be sent, it would make sense for the player to do this at the end of a layer in order to maximise its effectiveness. This is what feeds the progression between runs and ensures that even if the player lacks skill to progress past a certain level, the increase in their item’s effectiveness will always put them on a path of improvement.