A circuit board

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***‘Escape The Dungeon if you can’*** – Wesley Varrasso

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# 1 Game Overview

Title: Dungeon Master

Platform: PC/ WebGl

Genre: Medieval Platformer

Rating: (10+) ESRB

Target: Casual gamer (aging from 12 - 30)

Serious games

Release date: March, 2020

Publisher: Varrasso Games Inc.

Description:

Dungeon Master is an exciting new platformer with a wide array of enemy’s that force the player to make snap decisions while navigating his way through complex medieval dungeons. You can choose to fight your way through enemies or perform timed moves to out maneuver the built in enemy AI without taking damage. The player will also have to avoid the various pitfalls and traps whilst avoiding enemies of varying difficulty.

# 2 High Concept

Dungeon Master is a 2d platformer that places the player deep inside a dungeon forcing him to find his escape. The player will face pitfalls, obstacles and hordes of different types of monsters. The player can choose to stand and attack with his sword or use speed and agility to beat his opponents.

# 3 Unique Selling Points

Dungeon master provides players with a retro pixel art gaming feel combined with modern technology and effects such as the Unity particle system.

# 4 Platform Minimum Requirements

PC, MAC AND LINUX STANDALONE OS: Windows XP SP2+, Mac OS X 10 .8+, Ubuntu 12 .04 capabilities; generally everything made since 2004 should work

# 5 Competitors / Similar Titles

Terreria by Re-Logic

# 6 Synopsis

Your stuck deep inside a dungeon with only one way. You must avoid traps all the while being chased by goblins flaming skulls and demons. You can fight or run the choice is yours.

# 7 Game Objectives

The objective of the game is the survive the dungeon and escape.

# 8 Game Rules

The player starts at the beginning of the dungeon and while he traverses the map he will run into enemies and obstacles that he will have to avoid. He can fight with sword slashes and depending on difficulty vanquished enemies will drop health powerups or he can try to avoid enemies altogether.

# 9 Game Structure

Game Menu -> choose difficulty-> play game -> gameplay(traverse level)-> end

# 10 Game Play

## 10.1 Game Controls

UP/DOWN ARROW = ATTACK

SPACE = JUMP

LEFT ARROW = LEFT

RIGHT ARROW = RIGHT

## 10.2 Game Camera

2D side-scrolling

### 10.2.1 HUD

Top left = Health Bar

Bottom right = exit button

### 10.2.2 Maps

2d medieval dungeon

# 11 Players

## 11.1 Characters

Medieval knight who was stranded deep inside an ancient dungeon.

## 11.2 Metrics

Run Speed: 40

Max health: 100

Attack Damage: 15

## 11.3 States

Idle: Player is still

Move: Movement animation is a walking animation of feet and arms.

Death: The death animation will make character fall towards camera with particle blood splatter.

## 11.4 Weapons

Player has a sword as only weapon where he can strike his opponents to do 15 damage.

# 12 Character Line-up

A picture containing photo, hanging, sitting, different

Description automatically generated

# 13 NPC

## 13.1 Enemies

Flaming skull:

Max health = 100

Attack damage: 10

Speed: based on difficulty

Goblin:

Max health = 100

Attack damage: 15

Speed: based on difficulty

Imp boss:

Max health = 100

Attack damage: 25

Speed: based on difficulty

### 13.1.1 Enemy States

Idle: The Enemies play the Idle state, only when the Player is dead, while seeing the losing screen, and before restarting the level.

Move: While the Player is alive, all enemies will be in the Move state, heading in the direction of the Player or Ally.

Death: Death happens when the Enemy sustains too much damage from an attack.

### 13.1.2 Enemy Spawn Points

Enemy spawn points depend on difficulty. More enemies at different points based on difficulty.

Easy: 3 flaming skulls 1 goblin 1 imp boss

Medium: 5 flaming skulls 2 goblin 1 imp boss

Hard: 8 flaming skulls 3 goblin 1 Imp boss

## 13.2 Allies / Companions

none

### 13.2.1 Ally States

none

### 13.2.2 Ally Spawn Points

none

# 14 Art

## 14.1 Setting

Player is stuck deep inside a medieval dungeon looking for his way out.

## 14.2 Level Design

Level consists of player spawning in the beginning of the dungeon. The player then makes his way out of the dungeon avoiding pit falls and traps. The level has many non-interactable props for decoration such as, torches, shields, chains, and many other things that lay inside a dungeon.

## 14.3 Audio

Name Category Description

Dark-Thing-2 background Plays during game

hitSound Fx Plays when player is hit

## 15.6 Minimum Viable Product (MPV)

One player to choose from (Knight)

Built for Pc

# 16 Wish List

* More enemies
* More levels
* More characters
* Inventory list

# 17 Genre

The target Genre for this game is neo-retro platformers. When creating this game I was inspired by classic platformers such as Super Mario and many others of the time period. I wanted to use modern technologies to push the capabilities of the platformer genre.

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