Other Artifacts

Vision Statement

   The rogue-like game provides a dynamic and adventurous dungeon crawling experience for every player. Players encounter appropriately created halls with basic themes such as fire, air, water, and earth. Players must create strategies to solve these puzzles, collect elemental runes, avoid different types of monsters, and gain the upper hand. The game's design ensures replicability with balanced progression and reward logic.

Supplementary Specification (Non-Functional Requirements)

1. **Performance:**
   - Ensure a smooth gameplay experience with a frame rate of 60 FPS or higher on all supported platforms.
   - Transition times between halls should not exceed 3 seconds.
2. **Usability:**
   - Provide an intuitive control scheme with clear in-game instructions or tutorials for new players.
   - The interface should present essential information, such as health, inventory, and objectives, in a non-intrusive and accessible manner.
3. **Scalability:**
   - Allow for seamless expansion of content, including the addition of new hall themes, monsters, and enchantments.
   - Procedural level generation should support diverse layouts and challenges to maintain variety across sessions.
4. **Reliability:**
   - Implement autosave functionality to preserve progress at key moments, such as after collecting a rune or completing a hall.
   - The game should recover gracefully from interruptions, resuming from the last saved state.
5. **Accessibility:**
   - Include features like customizable key bindings and visual modes for colorblind players.
   - Provide auditory and visual cues for critical in-game events to cater to different player needs.
6. **Compatibility:**
   - The game must support Windows, macOS, and major gaming consoles to ensure a broad player base.
7. **Security:**
   - Ensure that all game progress and player settings are stored securely to prevent data loss or unauthorized modifications.

Glossary

- **Hall**: A procedurally generated dungeon level with a themed element such as Earth, Air, Water.

- **Rune**: The key collectible hidden in each hall that you need to advance to the next level.

- **Hero Character**: The in-game avatar that the player uses to interact and navigate the game environment.

- **Monsters**: Enemy creatures that challenge the player during the game and have different behaviors (archer, fighter, wizard)

- **Enchantments**: Special items that provide temporary benefits such as protection, slowing down time, or giving away secrets.

- **Exit Door**: Portal that allows you to move to the next hall, which is unlocked when you reach certain goals.

- **Build Mode**: Pre-game phase where the player can place objects to customize the starting lounge.

- **Play Mode**: Main game stage that involves exploring, dodging monsters, and solving some challenges.

- **Procedural Generation**: A system for creating random hall layouts that provide a unique experience in every game.

- **Autosave**: Feature that records the player's progress and current point.