

Other Artifacts

Vision Statement

The rogue-like game delivers an engaging and dynamic dungeon-crawling experience where players face procedurally generated halls, each with unique elemental themes such as Earth, Air, Water, and Fire. Players must strategize to overcome puzzles, collect essential runes, avoid diverse monster threats, and use enchantments to gain an edge. The game's design ensures replayability through randomized environments, balanced difficulty progression, and mechanics that reward strategic thinking and adaptability.

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 themed around an element (e.g., Earth, Air, Water).
- **Rune:** A key collectible item hidden in each hall, required to unlock the exit to the next stage.
- **Hero Character:** The Player's in-game avatar, used to navigate and interact with the game environment.
- **Monsters:** Hostile creatures with distinct behaviors (e.g., Archer, Fighter, Wizard) that challenge the Player during gameplay.
- **Enchantments:** Special items that grant temporary advantages, such as protection, revealing secrets, or slowing down time.
- **Exit Door:** The portal that allows progression to the next hall, unlocked after completing specific objectives.
- **Build Mode:** A pre-game phase where the Player can place objects to customize the starting hall environment.
- **Play Mode:** The main gameplay phase, involving exploration, avoiding monsters, and solving challenges.
- **Procedural Generation:** A system that creates randomized hall layouts, ensuring unique experiences for each playthrough.
- **Autosave:** A feature that automatically saves the Player's progress at critical points in the game.