Game Title – Dungeon of the Wraith King



Image from Game

Game Identity / Mantra

With most dungeon crawler type games, we play as someone that goes into dungeons and clears it of its inhabitants or monsters and gathers anything you can find from materials to treasure. This game will have players on the other side of a dungeon crawler as you will be playing as one of the creatures that live in the dungeon (possibly have the gameplay be from right to left to make it feel like you're coming from the end of the dungeon). The main character is a skeleton, whose sole purpose is to take care of and keep guard of the main tomb room, which holds the master (the wraith). The gameplay starts with the skeleton being woken up by noises in the dungeon. As he looks around, he realizes it's a group of knights mining and stealing everything in the dungeon. Furious, calling them monsters, he takes it upon himself to get rid of these so-called heroes of the surface. Goal for the player: Go through the dungeon, slaying all knights and their allies along the way, reach the surface and defeat their leader in a climatic boss battle ending.

Design Pillars

1. Dungeon crawler style level layout
2. Advanced enemies
3. Boss Battle Ending
4. Combat Focused

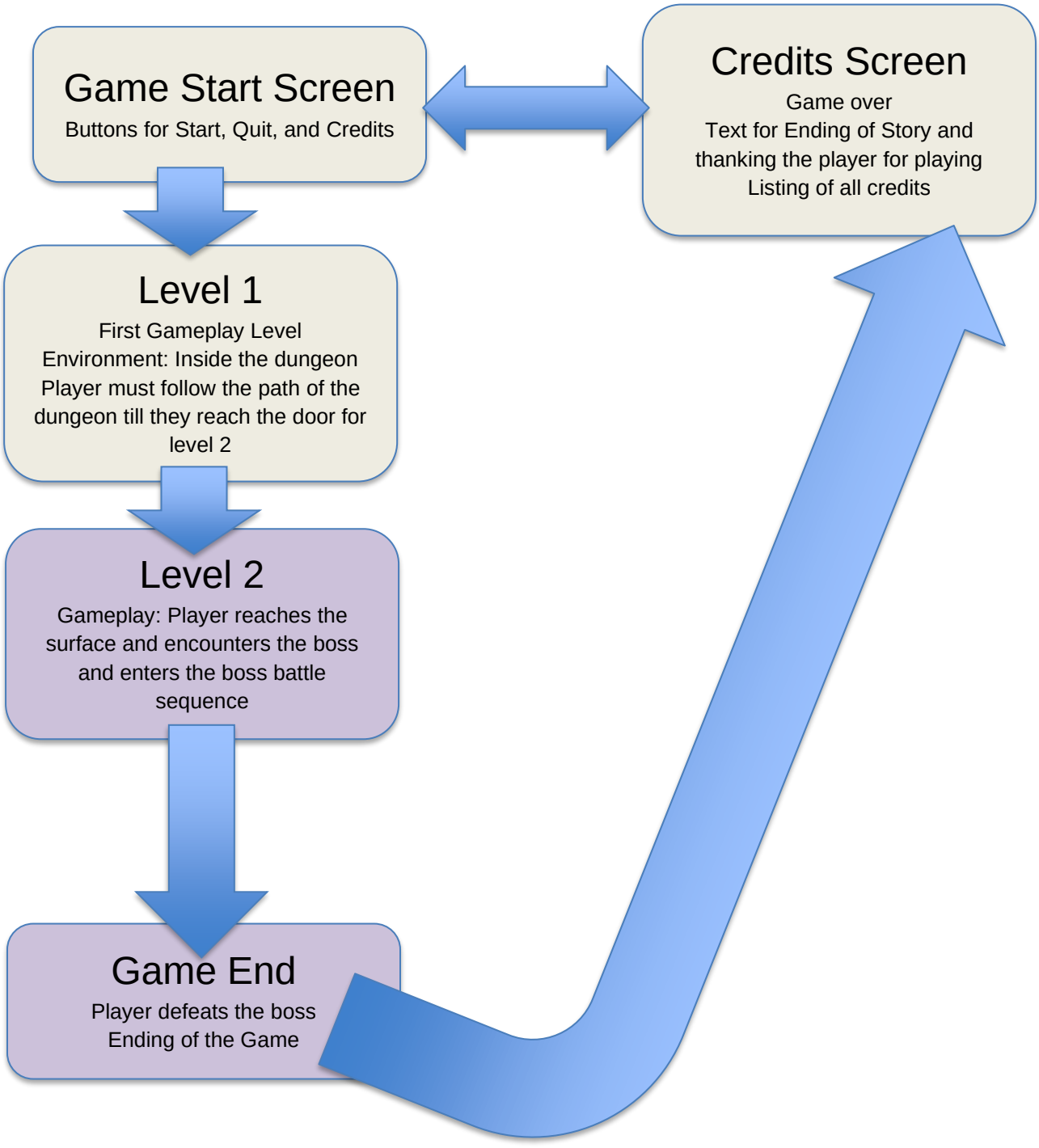
Genre/Story/Mechanics

- **Genre:** 2D Side-Scrolling

- **Story:** The game is a story about a skeleton, whose job is to keep its master's tomb room clear of anyone who wishes to see his grave or possibly steal his treasure. It all begins with the skeleton waking up to an earthquake but finds out it's a group of knights that are storming the dungeon with the hope of taking everything they can find. The skeleton takes the task of wiping out the whole knight army and their leader.

- **Mechanics:** Gameplay will have platforms to allow the player to make their way up the dungeon. Each "room" or area will have different types of enemy knights they have to face. Types of enemies include standing knights that throw spears, and patrolling knights that do physical touch damage. There will be environmental hazards such as spikes the player will need to avoid. The player will have a melee attack and so will most enemies. Gameplay will be mostly focused on combat scenarios and well thought out level design that will leave the player satisfied during and after the game.

Game Flowchart: Layout of the Game.



Features

Critical Assets – Characters

- Player - Skeleton
- NPCs – Wraith King. He will provide story dialogue and the mechanics of the game.
- Enemies – noble knights, Angel, etc.

Critical Assets – Environment/Props

- Inside a dungeon with proper decor and spooky atmosphere. And outside in a general grassland area with blue skies.

Critical Assets – Gameplay

- Collectibles throughout the level
- Platforms and/or Elevators
- Hazards/Traps

Interface

- Health Bar
- Dialogue (provides details for storytelling, how to play the game, and other cool interactions with the environment and enemies).
- Collectables (you'll be able to take back the treasure the knights stole and collect the head of the boss towards the end.)

Art Style

- **Character References**

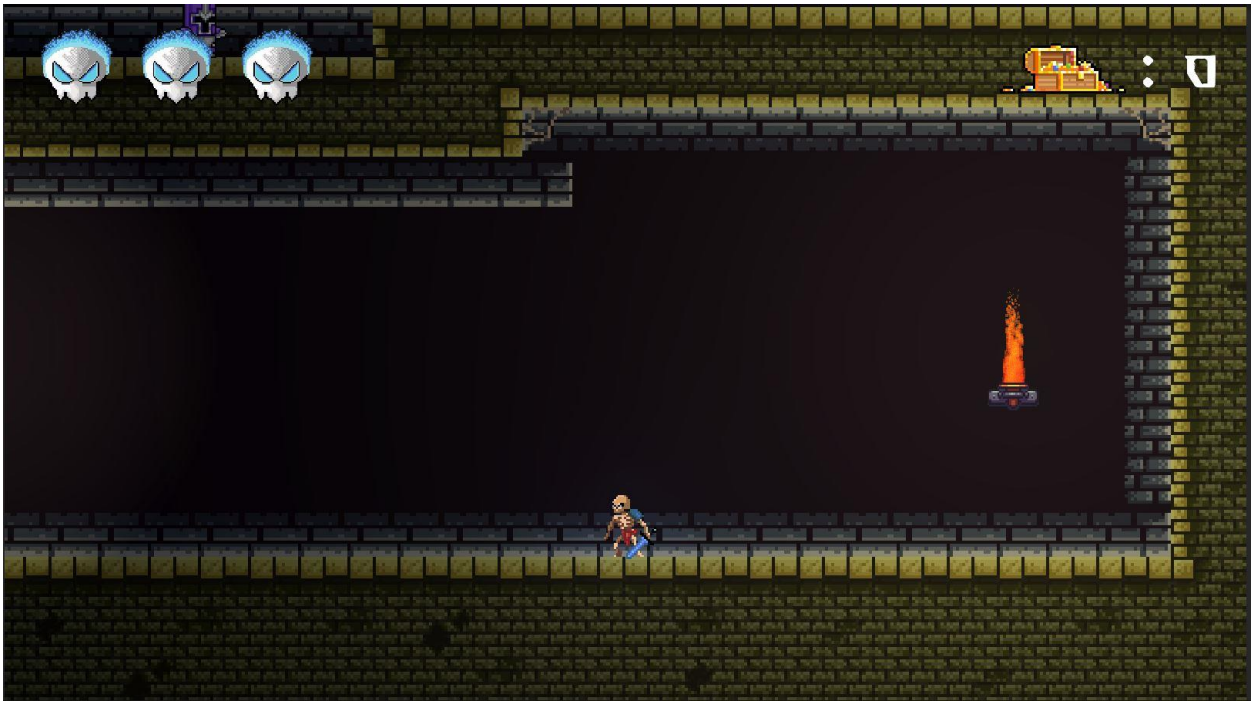


- Skeleton, main character of the story and what the player will be playing as.

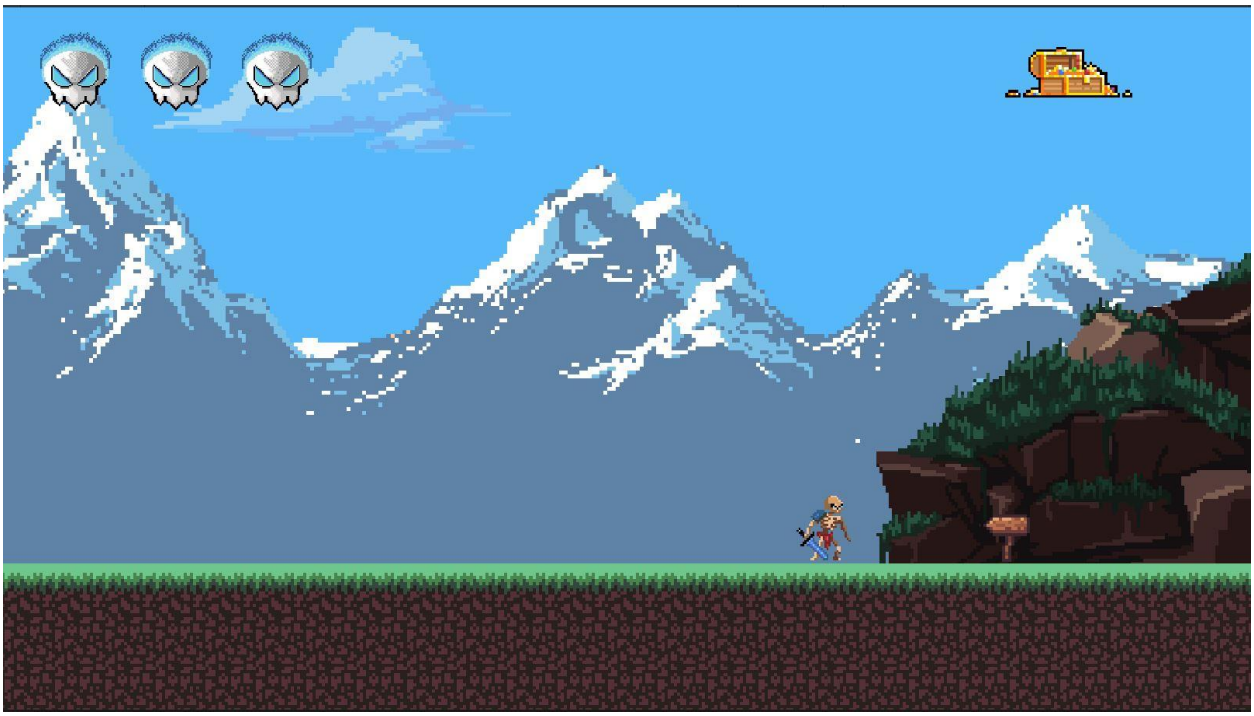


- These are the enemies of the game. Only a couple of knights designs will be used.

Environment Reference



– Level one takes place inside the dungeon

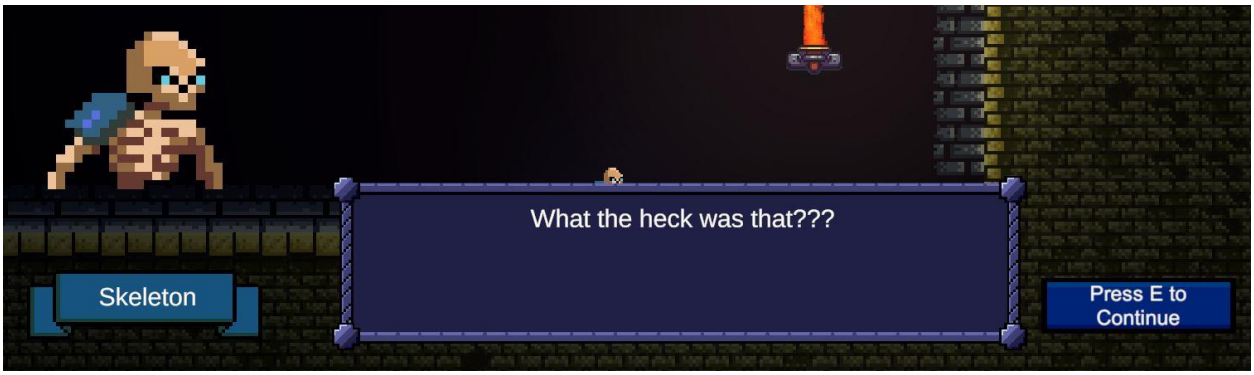


- Level 2 takes place just outside the entrance for the dungeon and where the boss encounter is.

Interface Reference



- Heath Segments design on the left (along with losing health image on the right).



- Dialogue box with character profile on the right.

Audio (all audio is from PixaBay.com)

- Player Walking

rattling-bones-105394.mp3

- Player Death

falling-bones-87568.mp3

- Player Attack

weapon-armor-hit-02-153368.mp3

- Enemies Walking

metal-stairs-foot-steps-29688.mp3

- Boss Battle Music

danger-approaching-14740.mp3

- Ambient Music (background)

echo-dungeon-70538.mp3

cave-background-sound-49440.mp3

walk-to-dungeon-69897.mp3

creepy-cave-47164.mp3

Development Roadmap

Platform: PC, Mac, Android, iOS **Audience:** E or T

GDD v1.0:	09/08/2024
PROTOTYPE:	09/29/2024
MIDTERM:	10/13/2024
BETA:	11/17/2024
FINAL:	12/11/2024