

DUNGEON XPRESS: ARENA GDD

GAMETYPE

GAME ENGINE AND SYSTEMS

- Unity is the game engine being used for this project
- We plan on this game to be only released on PC

GAME TYPE/GENRE

- The genre of this game would be categorized under tactical, rogue-like, dungeon crawler
- Here are the qualities of this game according to the ESRB rating system:
 - Blood/Animated Blood
 - Cartoon Violence
 - Fantasy Violence
 - Language/Strong Language

TARGET AUDIENCE

- This game will most likely cater to teens, young adults, and possibly adults
- The target audience of this game would be fans of:
 - Mild Violence
 - Dark Fantasy Themes
 - Ruthless Competition
 - Tactical Strategies

STORY

- This game will have a procedurally generated dungeon and random bosses so no two games are exactly alike. Every room has the potential to be either an empty room, a room with 1 or two monsters, or a treasure room. There will be four players in total for a match and it will be up to them whether or not they want to work together and split the money or work alone and receive all of it.

ENVIRONMENT

- The overall environment for this game will consist of dark, abandoned/damaged, barely lit rooms of many different variations within the medieval theme.
- **Arena:** This room is one of the round room variations; it will follow the basic theme for the whole dungeon, including Damaged Brick Walls with Vegetation and Big Chunks Missing and Metal Wall Torches. The key assets of this room would be:
 - The Wooden Upper Deck/Walkway with accompanying Stairs
 - Dirt Floor, both cracked (with weeds) and smooth
 - Swords and Shields
 - Piles of Bones/Skulls

CHARACTERS

- **PLAYABLE:**
 - **Fighter:** The fighter class will be a person that is a scratched-up burly man. Wide shoulders and wears a lot of armor and metal. Their face will consist of always looking angry, like a resting bitch face. The main outfit would be a

helmet with a full breastplate metal armor. The armor will have scratches all over it. The fighter's main weapon is a broadsword.

- **Rogue:** The rogue class is small in stature. Wearing a dark cloak to cover a majority of their body. The little that the player can see is a dark shirt on their chest. The player will see a feminine looking face that is covered by the hood of the cloak, only seeing a mischievous grin. The rogue dual wielding daggers.
- **Cleric:** The cleric class will be a person dressed in white robes with gold frills around the edges of the robe on the end of the sleeves and bottom of it. The cleric is a blonde woman that looks like an angel. The cleric carries only a dagger as she has gloves that help her cast spells.
- **Wizard:** The wizard class will be a younger person dressed in a long robe. Unlike most wizards, this wizard does not wear a hat; instead he is shaved bald and has many tattoos of spells they have mastered. This character has little to no facial expression and presents themselves as useful and mysterious. The weapon this character uses is a wooden staff (slightly taller than them) with a crystal at the top.

Dungeon Express