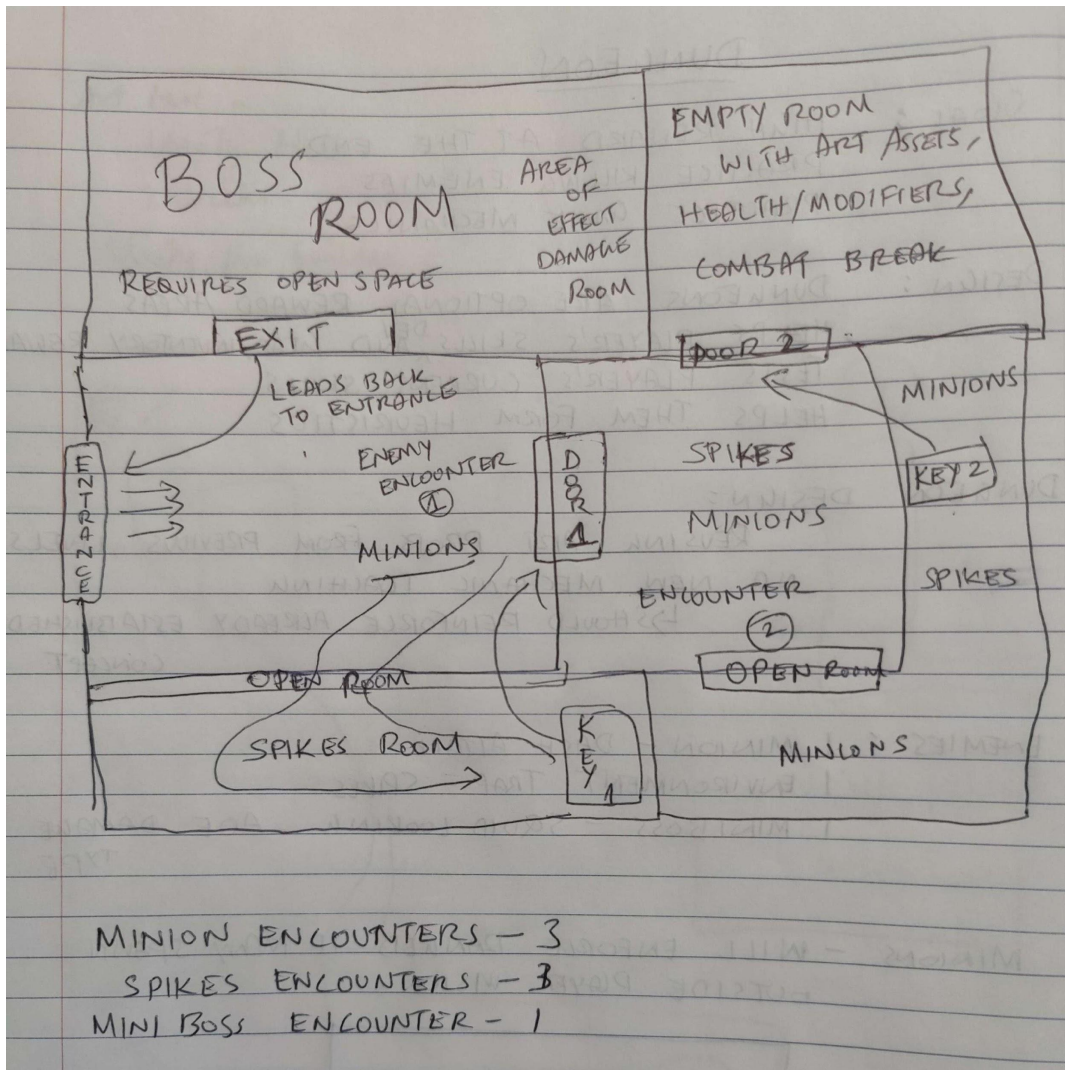# DUNGEON DESIGN

Target: 3 to 5 mins for a Hack and Slash Action 3rd person game

Designing for these Mechanics:

- Movement: walk, running.
- Dashing.
- Melee attack.
- Ranged attack.

Paper Prototype:

MINION ENCOUNTERS – 3
SPIKES ENCOUNTERS – 3
MINI BOSS ENCOUNTER – 1

Dungeon Design:

- 2 Locked doors – 2 Keys
- 1 Solo Minion Encounter, 2 combined Minion Encounters
- 1 Solo Spikes Encounter, 2 combined Spikes Encounters
- 1 Mini-Boss Encounter

Dungeon Goal:

- High Reward at the end (killing mini boss required)
- Helps Player practice mechanics.
- Reinforcing previously taught mechanics and systems

Dungeon Design:

- Dungeons are optional activities that players participate in to gain extra loot that makes them more powerful.
- Reusing already existing art assets and other assets.
- New mechanics/systems are not taught in this section.
- Our goal is to make them practice/reinforce previously learned skills and provide a challenge to gain better gear/loot/XP.
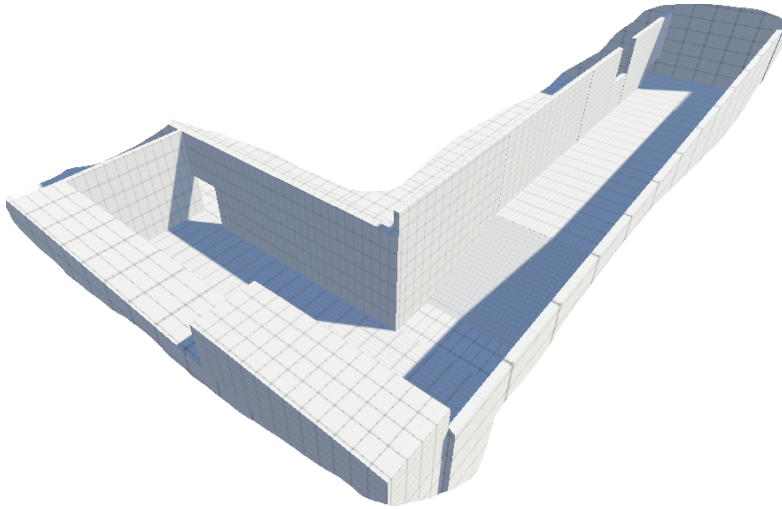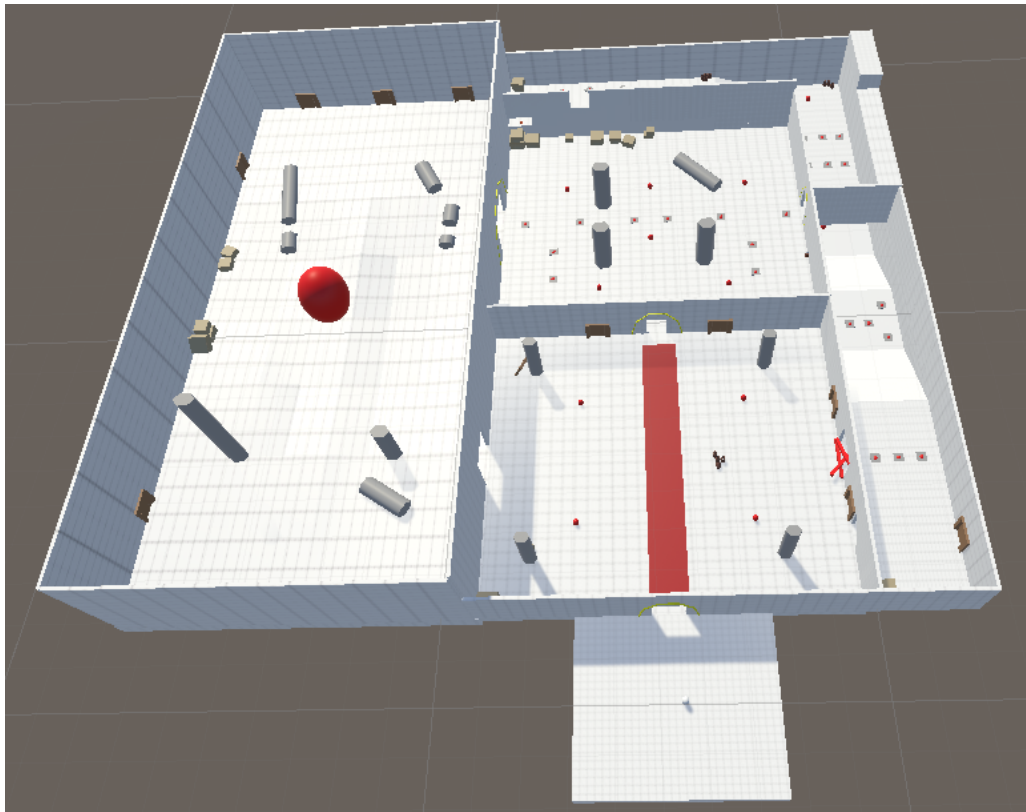
Initial layout:
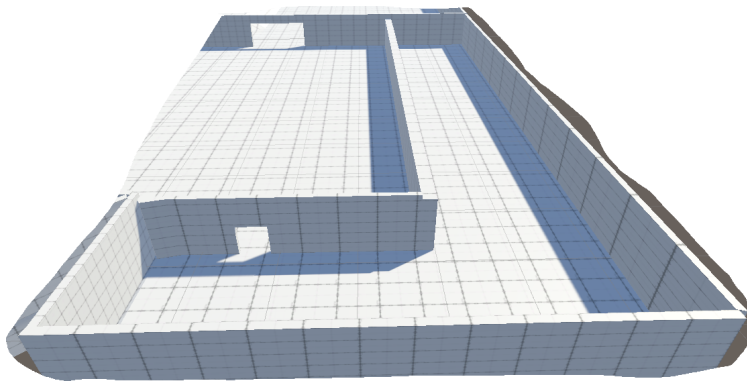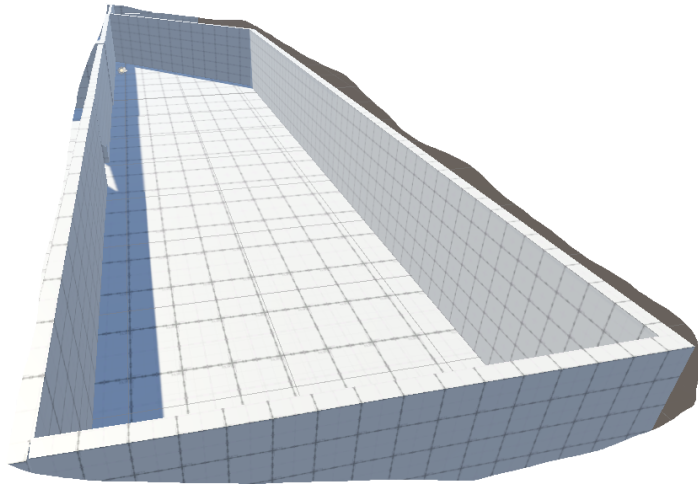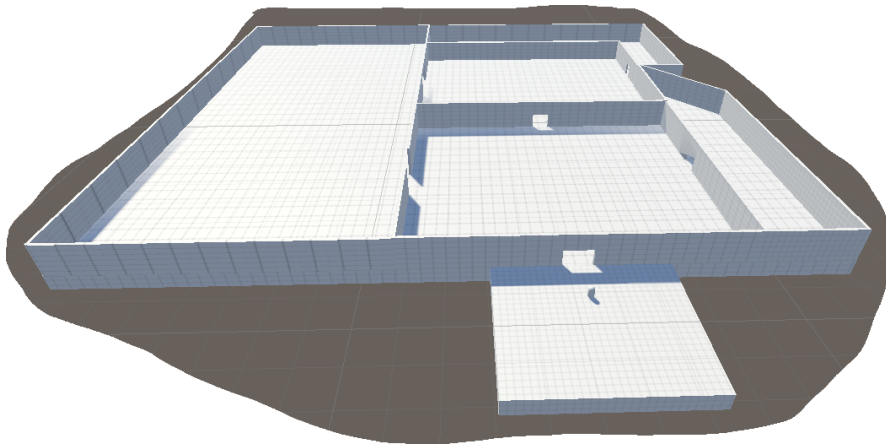
The initial layout design had flat surfaces entirely. Had lesser potential for maintaining engagement throughout the dungeon.
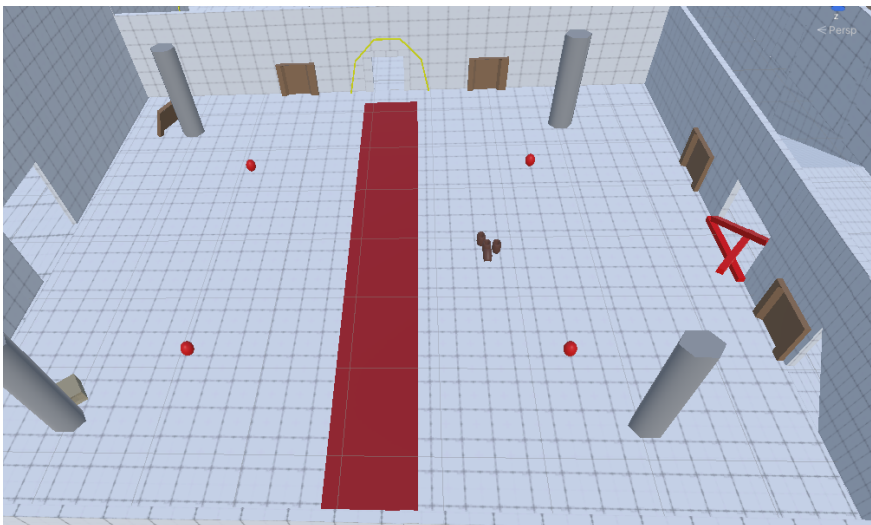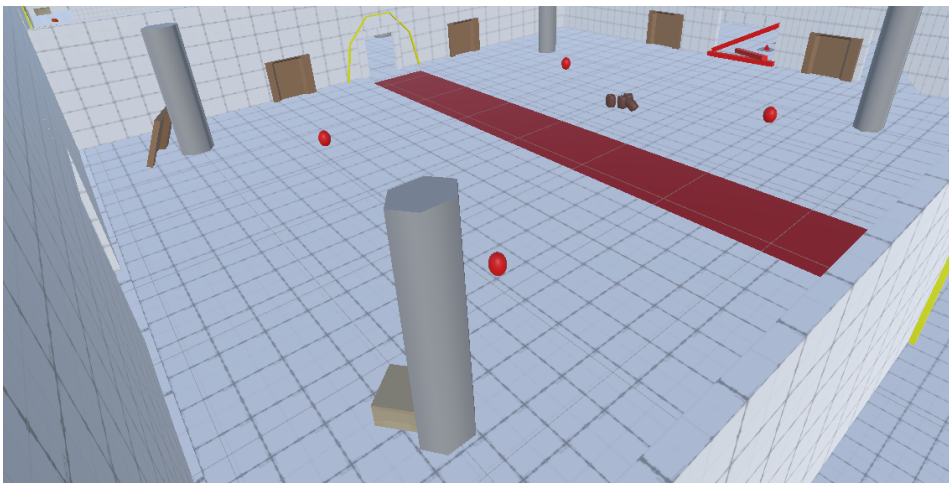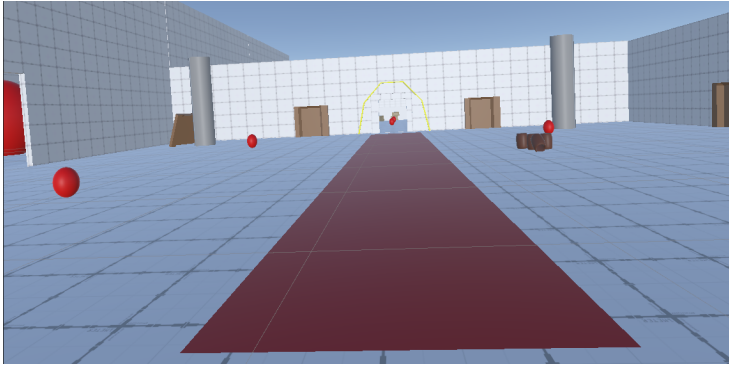
Final layout:
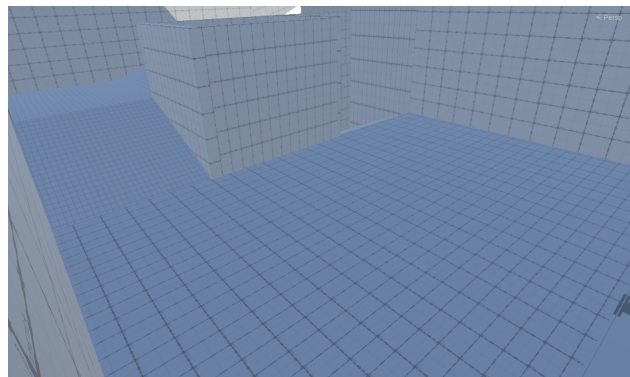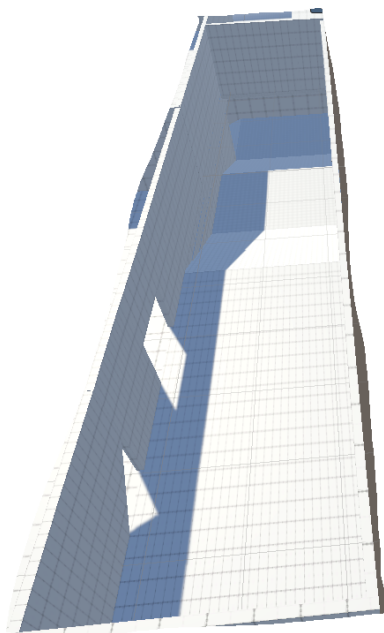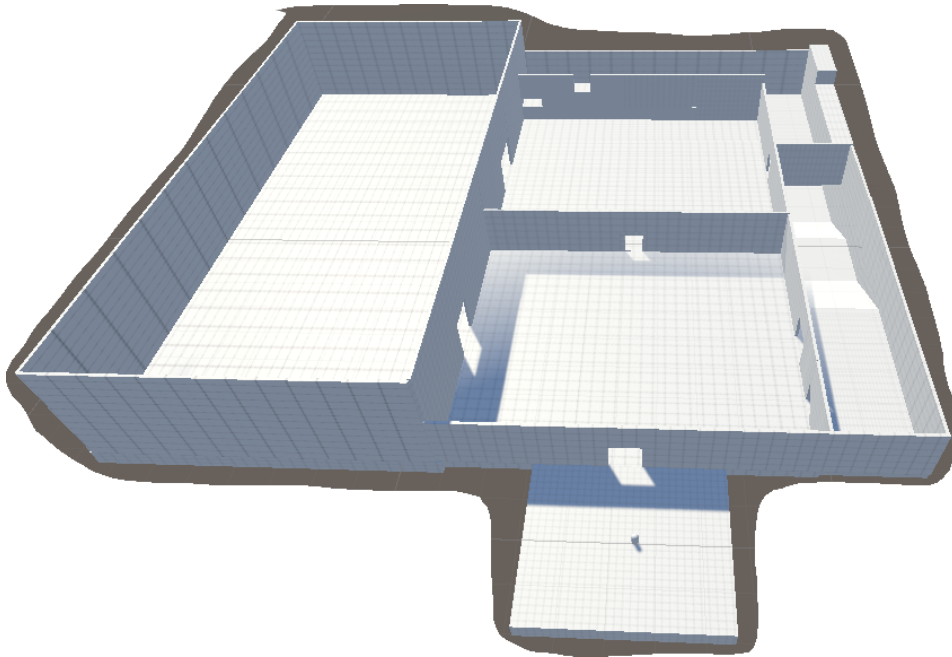
Changed up the layout to add an underground and an elevated surface to change up gameplay perspectives.
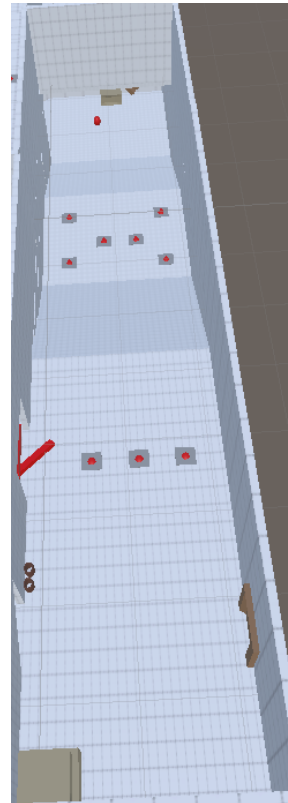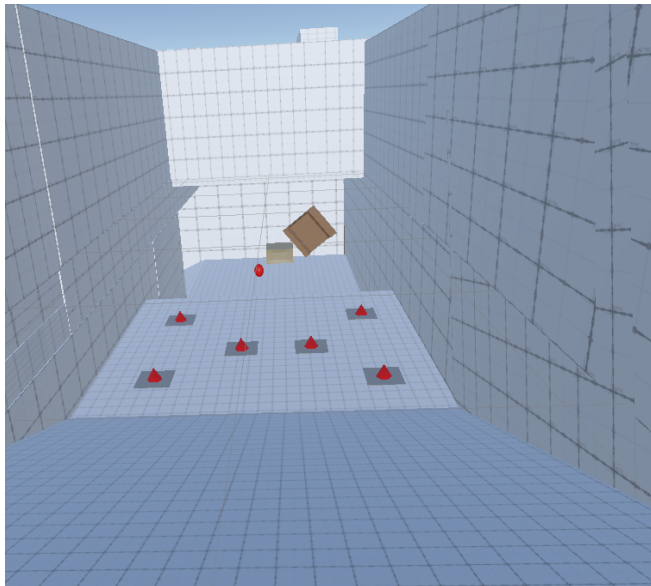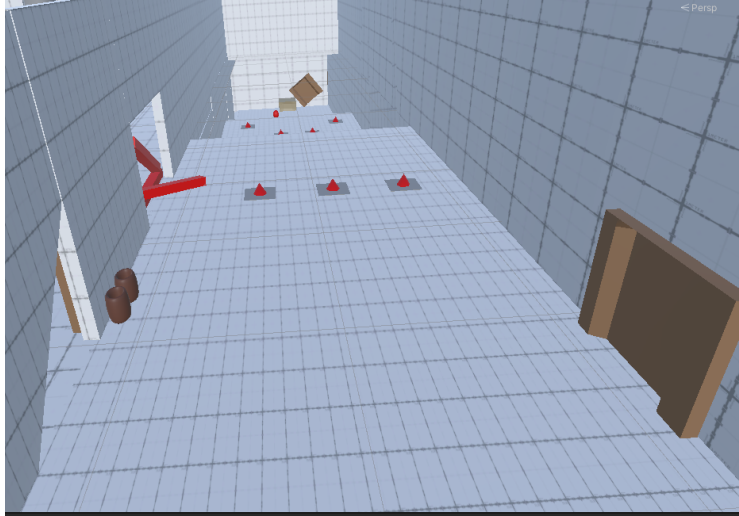

Total of 2 locked doors and the player has to find 2 keys to open them.
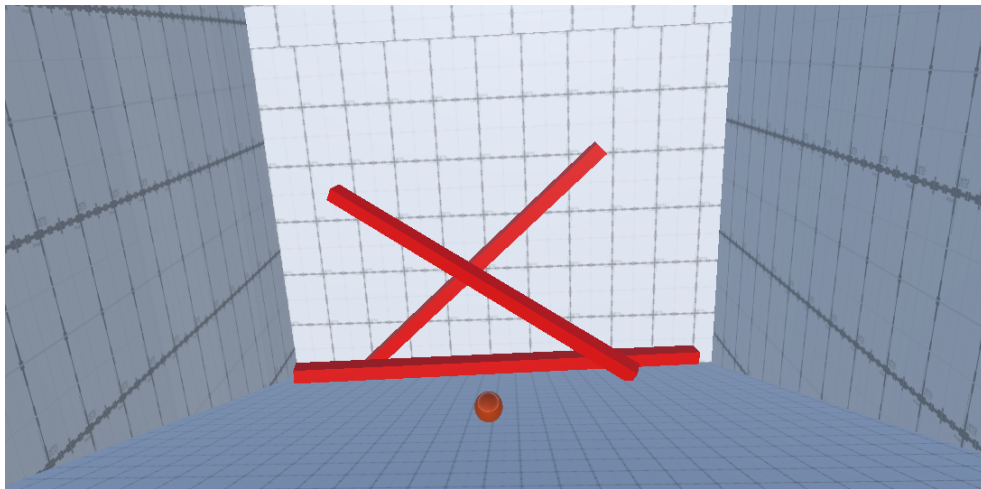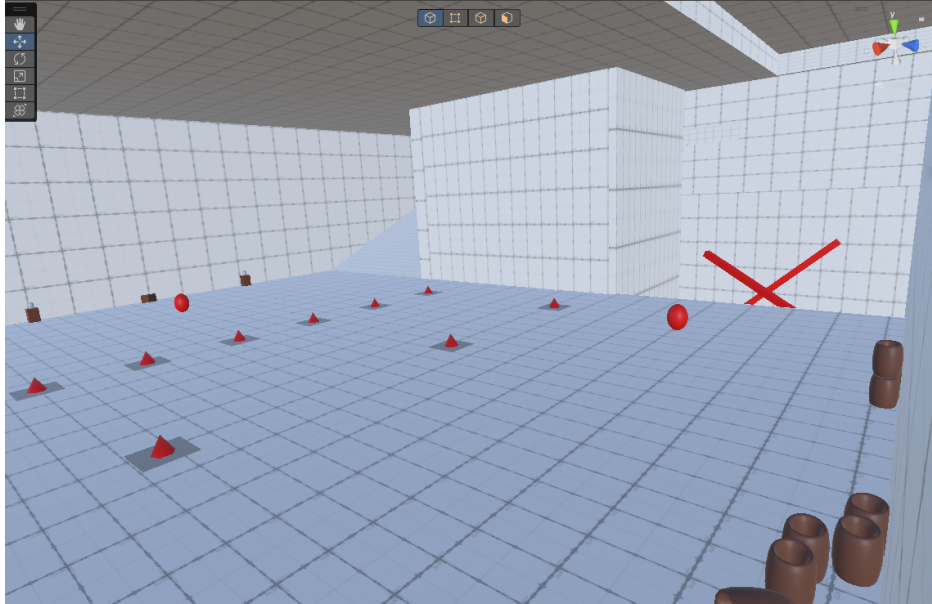
Entrance view

A good space to have a minion fight - an apt space for players to dash out of combat.
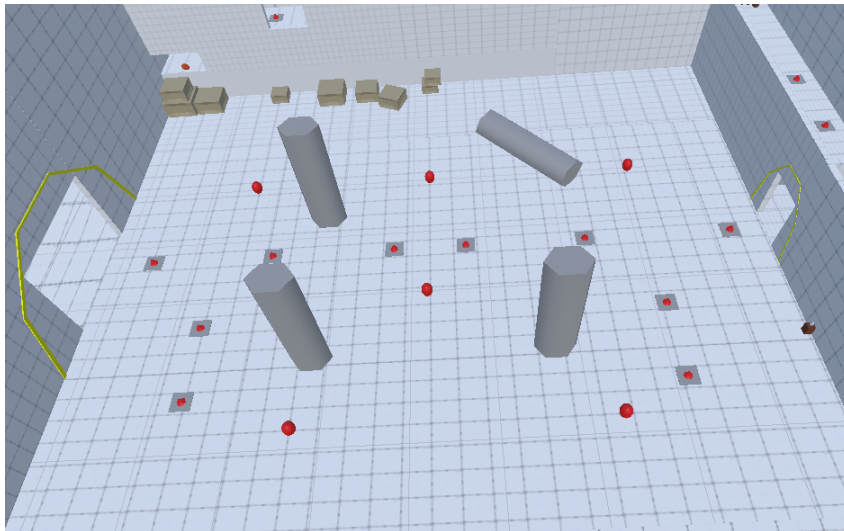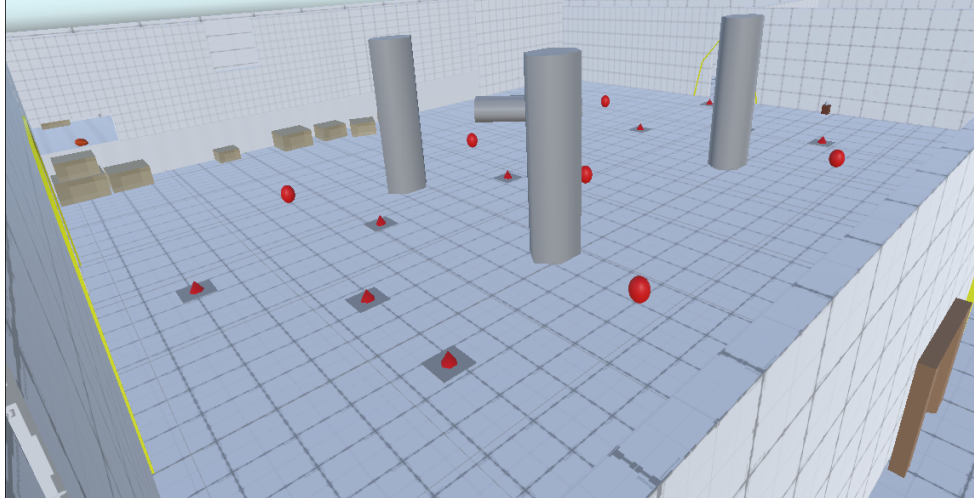
The first locked door is introduced after the fight. There's a gap where the player can take the route.

This is where the ON/OFF spike traps are introduced. Player has to dash or walk past them with the right time to avoid taking damage.
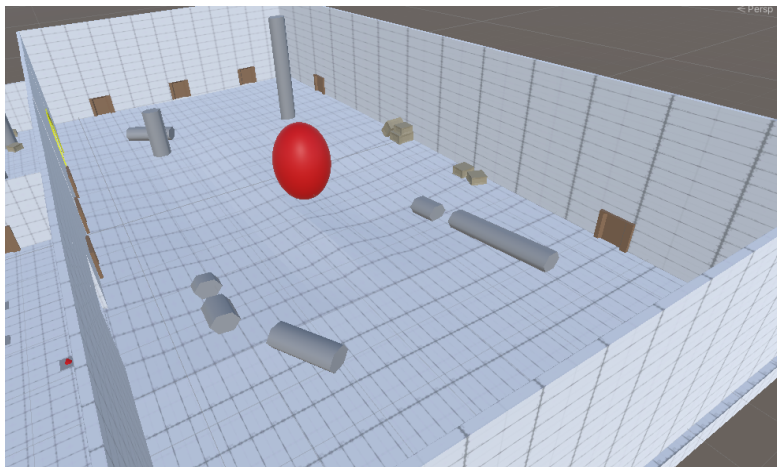
Location of Key 1 in the underground area. Players face a mix of spike traps and minions with a good gap for the players to not take damage.
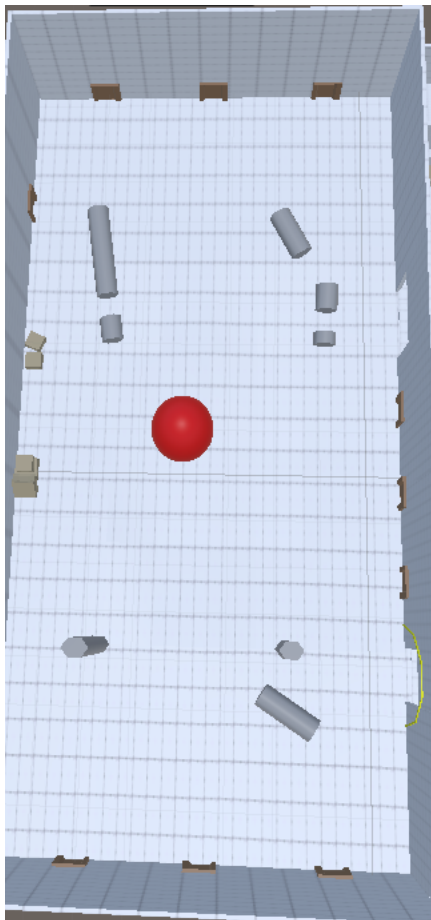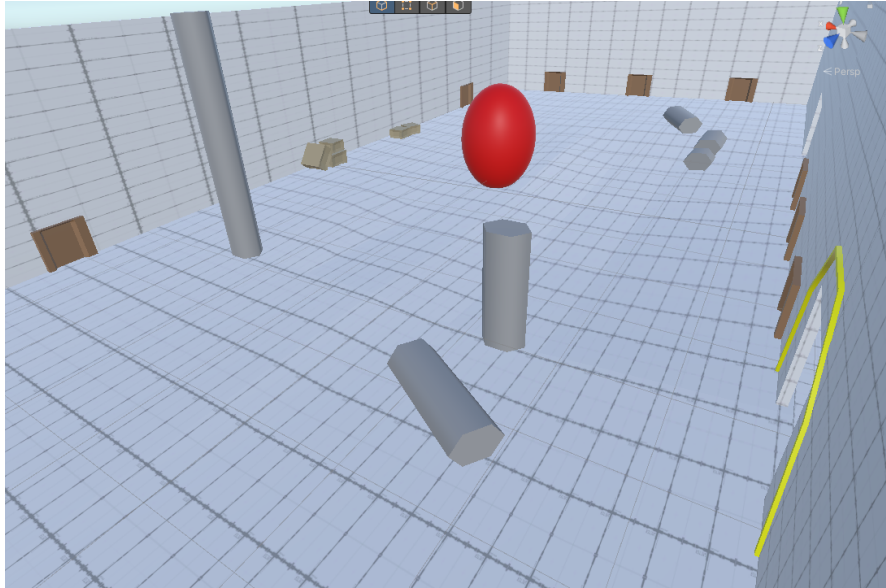
The next room introduces the increased amount of minions with a few traps to constrict the player's movement.
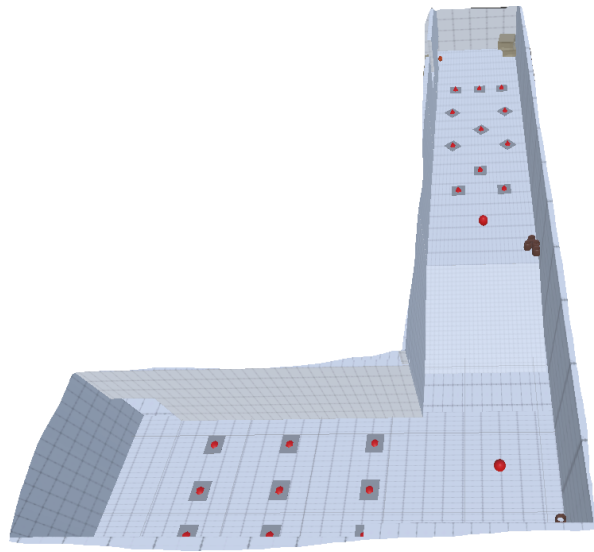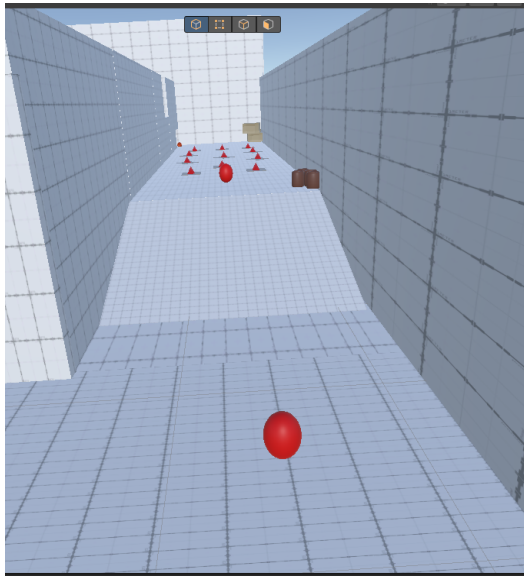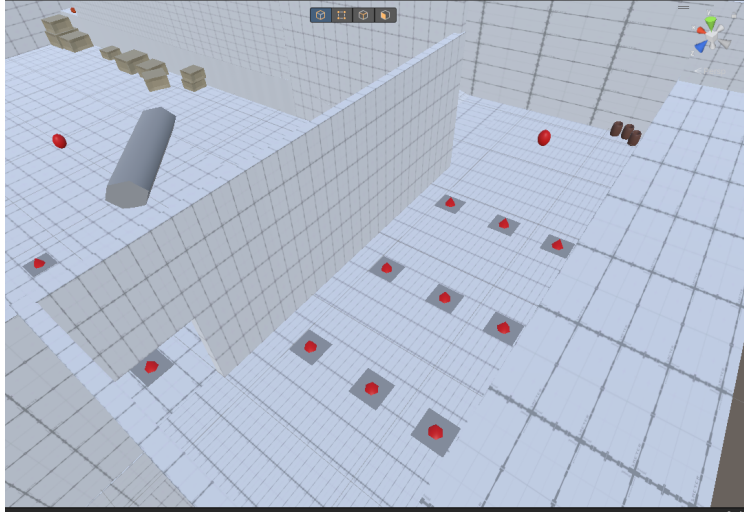
The player then takes the open door to go to the elevated place to find Key 2.

The biggest room in the dungeon. The Area of effect mini-boss spawns here. At the end of the fight - the player gets XP and higher tier rewards.

Notes:

- This dungeon should be introduced after the main gameplay (Optional).
- The key and locked door system should be the only new mechanic introduced here.
- This dungeon should take 5 - 10 minutes for an average player to complete it.
- The number of enemies and traps can be adjusted based on the playtests.