

Ar 'n' Dungeon

Pitch Document

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Contents

1	Theme	3
2	Game.....	3
2.1	Elevator Pitch.....	3
2.2	Gameplay Description	3
2.3	Storyboard	4
2.4	Technical Achievement	7
2.5	"Big Idea" Bullseye.....	7
2.6	Development Schedule	8
2.7	Assessment	8
2.8	Concept Art.....	9

1 Theme

This year's topic is 'Arcade' which is defined by the dictionary of the largest search engine Google as

1. a covered passageway with arches along one or both sides.
 - a covered walk with stores along one or both sides.
 - a series of arches supporting a wall, or set along it.
2. short for video arcade.

The most used encyclopedia Wikipedia supports our developed idea, as well:

Other types of arcade-style games include [...] beat 'em up games (including fast-paced hack and slash games [...]).

2 Game

2.1 Elevator Pitch

This game combines fast hack 'n' slay mechanics with fresh new levels known from Roguelikes, attributes and attribute-altering items from Roleplaying and mind challenging puzzles. The whole experience is crowned with the extension of – up to 4 players – local cooperative multiplayer.

2.2 Gameplay Description

The base of the whole game is oriented on Roguelikes which means that the player has to traverse a number of semi-random generated areas and fulfill a certain number of challenges to proceed into the next stage. We defined the areas as floating islands with different kinds of bridges between them.

The challenges on the islands include:

- ✦ Eliminating aggressive enemies who are controlled by an evil AI
- ✦ Solving puzzles consisting of button-pressing and/or moving objects to certain spots and
- ✦ Evading visible and hidden traps

Everything is rewarded with score points and/or items which both enhances the player's ability to progress further in the current stage and total run. If the player is willing he can search additional rewards which are spread over the whole map.

The round ends with the death of all players after presenting the reached score which is stored in a global highscore list.

The player unit has several attributes like health, attack strength and attack speed and several abilities which help him to defend himself from aggressive enemies or traps. Before the run start the player can choose between classes which start with different default

attributes and attacks. With increasing score, the player's attributes and ability strength increases. The movement is kept on a plane with the possibility to jump.

The gameplay is extended by the feature of local cooperative multiplayer via multiple controllers connected to the same machine. The screen is not split into several tiles but the camera distance to the players adapts to captures as much as possible. Observed is the scenery from a -45 angle pitched top-down camera perspective.

With increasing player count the difficulty of the challenges increases as well. Each challenge scales differently.

2.3 Storyboard

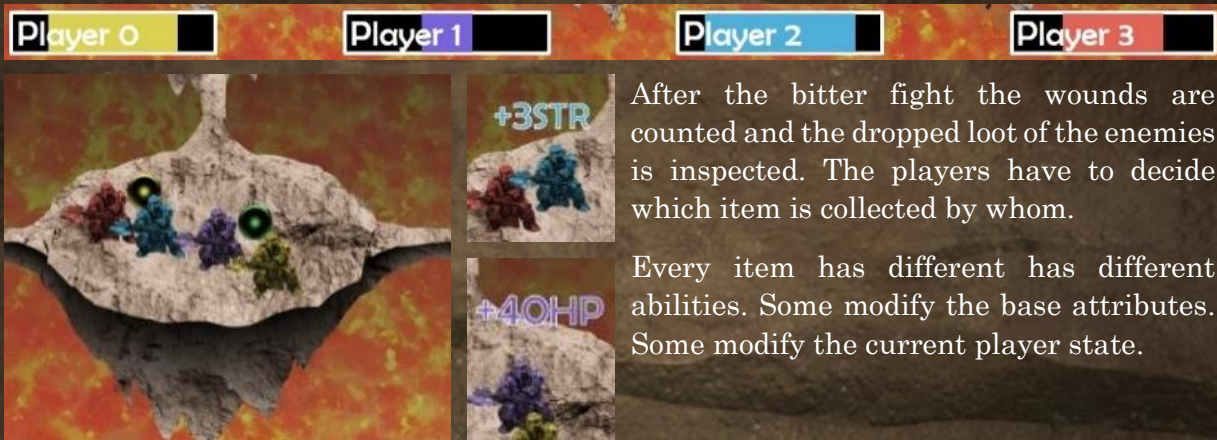
This chapter displays the basic gameplay of a single stage in a storyboard fashion.



The heroes start off on single island where's only one way to follow. All have full health and are ready to attack. Any points from the previous stage are carried over as well as the heroes' levels.



Upon seeing enemies, the heroes engage into a fight to eliminate the aggressive thread. Many crushing hits are exchanged and reduce the hit-points of each other.



After the bitter fight the wounds are counted and the dropped loot of the enemies is inspected. The players have to decide which item is collected by whom.

Every item has different has different abilities. Some modify the base attributes. Some modify the current player state.



Reaching for the treasure – containing valuable score points and rare items – the heroes get overwhelmed by enormous boss monster who guarded the mighty chest.

For one of our heroes this encounter ends deadly. He strides away into the darkness awaiting his next change to rejoin the adventure.



Closed doors and open bridges also halt the dwarf warriors on their quest to bring home the Crystal of Mithe. But being the skilled blacksmiths and engineers – which they are – they overcome such obstacles with ease.



Until the very last island of the dungeon every step has to be taken carefully. Hidden traps lie in the darkness and wait for careless wanderer to strike them down. Only the one who reach the end are rewarded.



2.4 Technical Achievement

This game contains multiple challenges which might not seem very technical in the sense of Computer Science but are technical challenges in the terms of Games Engineering.

The challenges include:

- Developing a fast level generator that ensures our needed properties on which the further gameplay relies on
- Mastering the yet unknown problems that come with multiple player units that are observed by only one camera
- Balancing the gameplay – including enemies, traps and puzzles – such that it feels arrogating but not devastating

2.5 "Big Idea" Bullseye



2.6 Development Schedule

	Working on	Ongoing			Functional Minimum				Low Target				
		Design Doc	Concept Art	Physical Pr.	Unit Mechanics	Menu	Level Generation	Hot Seat	Models	AI	Difficulty Scaling	Stats / Items	Sounds
Physical Pr.	Week 17	█	█	█	█		█		█				
	Week 18	█	█	█	█	█		█					
	Week 19	█	█	█	█	█		█					
Interim	Week 20	█				█			█	█			
	Week 21	█				█			█	█			
	Week 22	█							█	█	█	█	
Alpha	Week 23	█					█		█				
	Week 24	█					█		█				
	Week 25	█							█				
Test	Week 26	█											
	Week 27	█							█				
Final	Week 28	█							█				
	Week 29	█											
	All	Daniel	Martin	Philipp	Lukas	Christoph							

	Working on	Desired Target				High Target			Extras	
		Animations	Puzzles Mechanics	Skills	SFX	Different Classes	Level Gen Regions	Online Highscore	Tutorial	Online Multiplayer
Physical Pr.	Week 17									
	Week 18									
	Week 19									
Interim	Week 20	█								
	Week 21	█								
	Week 22									
Alpha	Week 23		█							
	Week 24		█	█	█					
	Week 25			█	█					
Test	Week 26									
	Week 27									
Final	Week 28									
	Week 29									

2.7 Assessment

The adventure a player chooses to go on keeps the head in constant motion: In the battle you have to be tactile and develop strategies with your human companions. Aside the staggering fights you have time to take a breath while you resolve deadly, mindboggling contraption mechanism which block your way.

No run is the same. You might remember this puzzle but does it do the same here? Different region in which the heroes have to survive hold new dangers and treasures.

Are you brave enough to breach new borders and break the highscore with or against your friends? Or even against the whole world?

2.8 Concept Art

