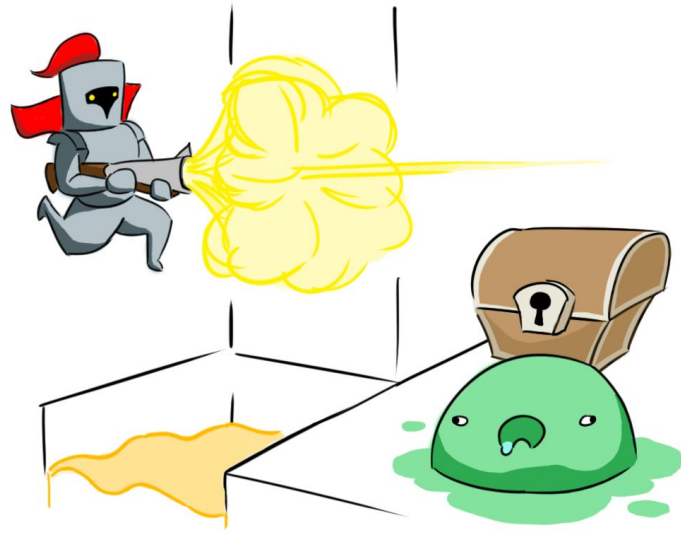# A Knight in the Dungeon

Product Owner: Brian Truong

Gameplay Designer: Gaurav Dindyal

Asset Manager: Cameron Jordal
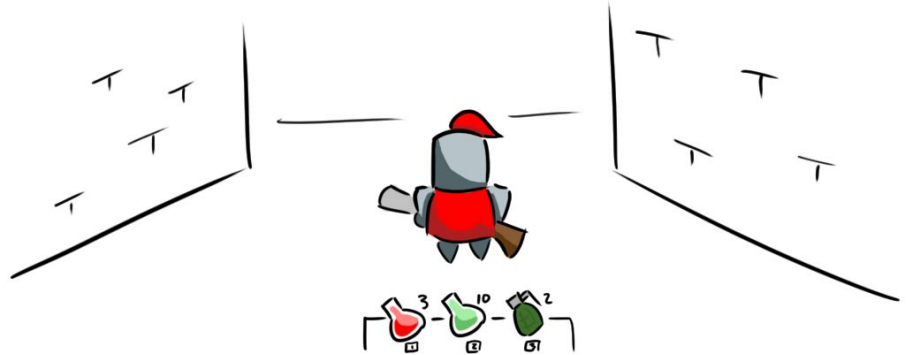
Overall Design

Concept

- 3rd person shooter + dungeon crawler

- Basic platforming

- 2.5d retro graphics
    - 3d environment
    - 2d 'billboard' entities
    - Mostly custom made

User Interface

- 3rd person perspective

- Player stats display

- Weapon display

- Inventory hotbar

Player Character

Actions

Normal:

- Move and rotate (aim)
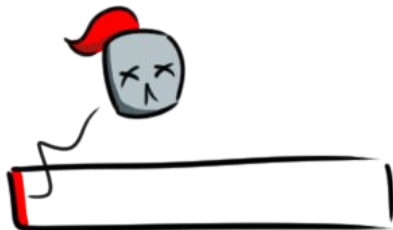- Fire weapons
- Pick up items
- Use items
- Jump

Special:

- Magic (e.g. heal)
- Multi-jump
- Sprint

Attributes

Health:

- No regeneration
- Recovered by items / abilities
- When gone, player dies and returns to start, losing progress

Action Points:

- Regenerates
- Recovered by items
- Allows for special player actions

Gameplay

Start

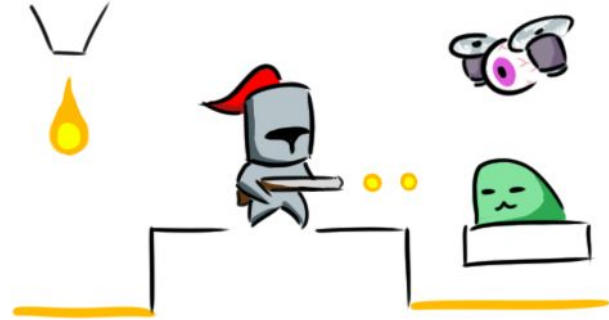Basic staging area for game

Here the player:

- Respawns

- Access levels

- Get items

- Save the game

Levels

Challenges include:

- Enemies

- Traps (e.g. avoiding a timed fireball)

- Parkour (e.g. jumping between moving platforms)

- Puzzles (e.g. finding keys, pulling levers)

Enemies

- Ground melee enemies

- Ground ranged enemies

- Flying ranged enemies

  - Player can hit flying enemies jumping and timing weapon fire

- Bosses

  - Typically appear near the end of a level

  - Upon entering a 'boss arena', players may not leave

  - Bosses cycle through different attacks and actions

End

When player clears all levels and defeats the final boss.