

Descend the Dungeon:

Format

- Text-based with ASCII art as a visual

Communication

- The player will receive direction by choosing between the given options and a line relating to the outcome of the encounter/choice will appear letting the player know what has changed in the game based on their choice
- The player will know whether their actions have had affected on their game, the player would be notified of the result through the text [e.g. if a poor choice is made the text 'GAME OVER' is shown]

Dynamics

- As the game is a "choose your own adventure" type of game, it will allow players to create their own story allowing multiple run throughs of the game while keeping it entertaining
- 3 things that will make each playthrough different:
 - There are 3 different weapons that slightly change the gameplay has they have different abilities and characteristics

Aesthetic

- ASCII art acting as dungeon monsters [The art appears whenever the player encounters a new monster]
- Retro game type sounds ["blocky" sounds]

Audience

- The game is aimed at players who enjoy story type games and dungeon related games like visual novels
 - Doki doki literature club, and danganronpa
- An engaging storyline with plot twists along the way to engage gamers with numerous endings

Story

- The story involves different characters where some of them would help you whereas others will betray, this requires good decision-making skills, deciding who you believe are true companions while choosing companions that can help the player defeat different monsters that the player is faced against
- The story revolves around the player who is given a magical weapon gifted from the player's father before he vanishes from his descend into the dungeons in hopes of finding the orb that can grant any wish. The player follows in his footsteps and at the age of 17, decides to start his adventure to find the orb.

Mechanics

1. The player must choose decisions under 30 seconds or the player will be killed
2. When the player encounters a monster or a character [Monsters/characters are represented through ASCII based on their looks] needed that the player interacts to, depending on the weapon the player originally chooses, 4 different abilities are given for the player to choose from [Similar to Pokémon] to defeat the opponent. If the wrong ability is chosen, the player is killed by the monster fought.
3. The player can either choose for companions to embark with them on their adventure or not, depending the decision, the player can either benefit from this or lose the game from it

Why do I want to play this game?

I think I would enjoy playing this game because of the deep story and the fast paced decision making needed to get the "good" ending in the story which may make me choose decisions I would not previously make allowing me to explore numerous of possibilities

Theme/Designer Piler

I want the player to feel like each decision and choice they make will affect the outcome of the story like real life. I want the game to invoke feelings of excitement as the player waits for the next line in the story. Players should feel invested in the

storyline making the players care about the choices and options that they choose allowing them to be the controller of the events occurring in the game

Tagline: Choose your own way out!

Game Identity:

“*Enter the Dungeon*” is a single player is a choose your own adventure story game following a deep story to find the treasure hidden beneath a vast dungeon filled with traps, treasures, allies and enemies. The player can select between 3 different weapons given to them at the start, each with their own special abilities, altering the fate of the player.

Development Plan:

Phase 1:	Design starting screen with “play”, “rules” options.
Phase 2:	Write down cohesive story with branch works for player decision
Phase 3:	Code the main ending the story and begin to work on the options that the player can choose from
Phase 4:	Add in ASCII art for the designated monsters
Phase:5	Implement fighting mechanic into the game against monsters and finish dialogue for companions

