INDRO2 – The even more Darkest Dungeon - First Concept

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Idea

- 2D
- TopDown
- Dungeon crawler
- Pre-loaded floors (not explored)

The player enters a dungeon and needs to go through each floor while avoiding starvation and monsters to survive.

The player needs to explore each floor, collect food, fight monsters and earn experience to progress through the game.
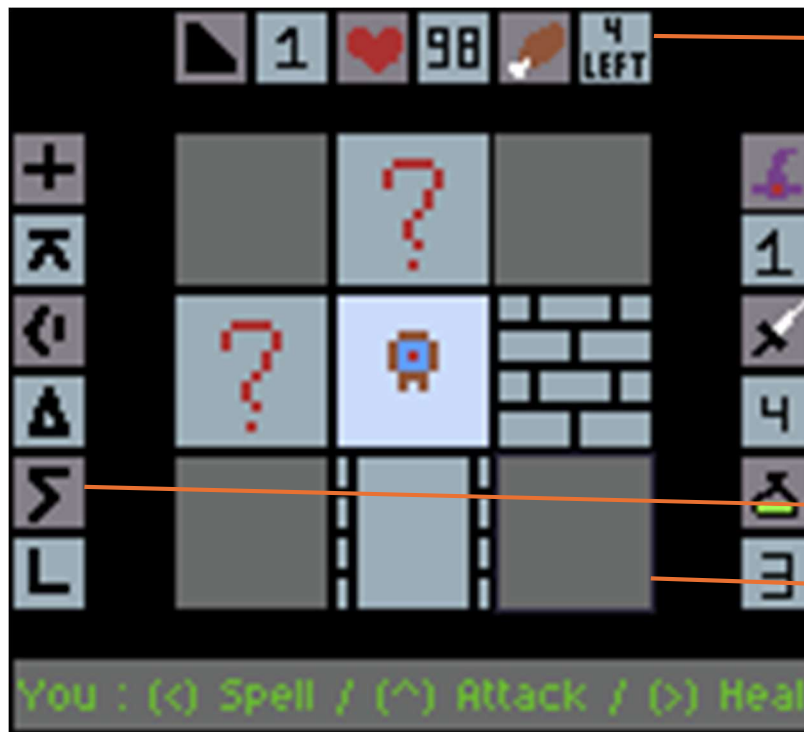
The player can cast spells from different types and powers according to its class and its experience.

When the player explores a tile, it remains explored.

Specifications

- Resolution: 160 x 144 px.
- Sound: 8Bits.
- Graphisms: Pixelart.
- https://www.nintendo.com/en-gb/Support/Game-Boy-Pocket-Color/Product-information/Technical-data/Technical-data-619585.html

Player HUD and Gameplay Loop

Info Bar :

- Floor reached
- HPs left
- Food left

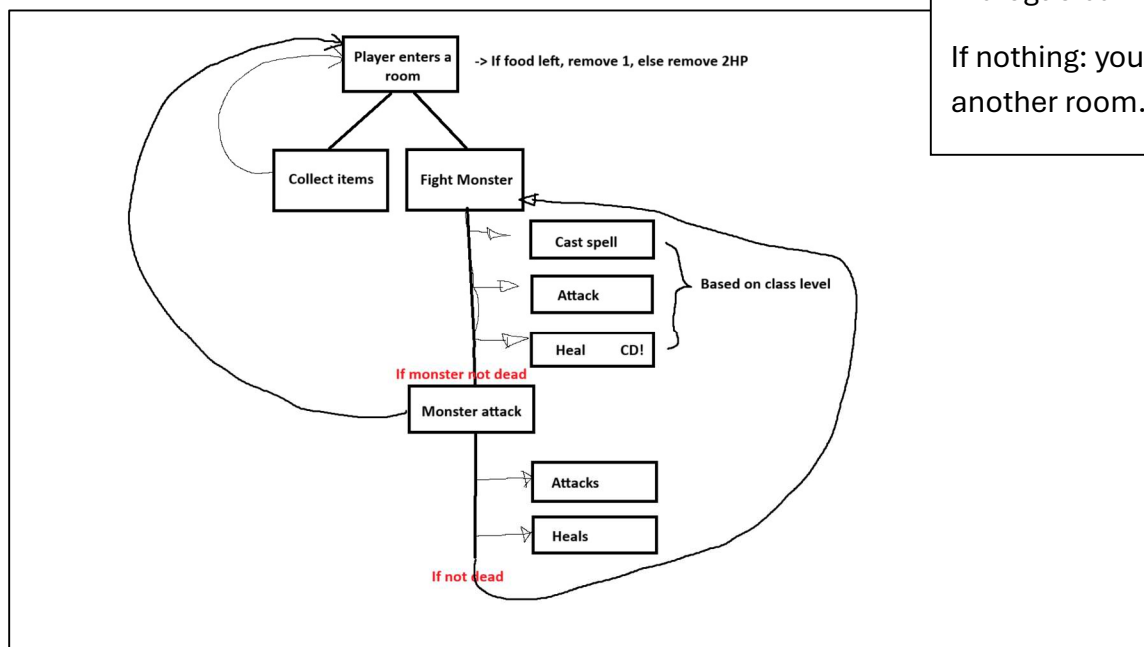**Team experiences levels** (Wizard, Fighter, Healer) (cf Experience / Level System)

Spell bar: cf Spells

Rooms: cf Rooms

- Center = current room
- Greys = Not accessible
- Light blue/grey = accessible

Dialogue bar: action to perform

If nothing: you can move on to another room.

Rooms

Different types of rooms can be discovered by the player:

- Empty room: Nothing particularly interesting there.
- Enemy room: An enemy in an empty room; once the enemy is defeated, it becomes an empty room.
- Blocked room: Not accessible room, but still visible.
- Food room: Drop a certain amount of food at the players, then becomes an empty room.

Spells

A magic spell can be cast during a fight to deal damage to the enemy according to its power.

From top to bottom, each symbol corresponds to the power of the spell.

A level one spell deals (X) damages according to the formula.

Once the wizard level reaches level 7, the power cap is reached. He can now start to decrease his cooldown:

Let W be the wizard's level.

Let S be the cast spell level.

If Damages > 0 then the wizard deals damages and earns experience.

If Damages = 0 then the wizard doesn't deal damages and doesn't earn experience.

If Damages < 0 then the player gets damaged by |Damages| and doesn't earn experience either.

$$Damages = (W - S + 1)$$
$$Cooldown = Max(1, Min(S, 2 * S - W))$$

Experience / Level System

Each class needs a different amount of experience to level up.
The base level is 1 and the maximum level is 11.

Wizards need to inflict <class level> damage to level up.

Fighters need to inflict 4* <class level> damage to level up.

Healers need to heal for 3* <class level> damage to level up.

Experience points are stored internally.

Combat

A combat phase starts if the player enters an enemy room.

The player cannot flee an enemy.

A combat phase only stops when the player or the enemy is dead.

An enemy spawns with a random amount of health points.

The player now can choose between three options (if available):

- Cast spell (cf Spells)
- Melee Attack: deals 2*level of fighter and have no cooldown
- Heal (3 turns cooldown): heals the player for the sum of others teammate level * his own level.

The teammate who attacked earns class experience based on the damage he has dealt / heal (cf Experience / Level System).

Then the enemy got his turn.

It has a choice of 2 options:

- Attack on a random number of damages (based on the player's fighter level)
- Heal itself for a random number of health points (based on the player's healer level)

Let H be the healer's player level.

Let F be the fighter's player level.

Let W be the wizard's player level.

$$EnemyHP = Random(Sum(H, F, W), Sum(H, F, W) * 2)$$

$$Damages = Random(1, F)$$

$$Heal = Random(H, Max(H, EnemyHP/2))$$

Assets

Sounds

Sprites

Dungeon Tileset by Pixel_Poem