

Chosen design: Barb's Dungeon

Big-Picture Changes

- Change art-style to 2D (instead of 3D)
 - Art-style similar to *The Binding of Isaac*, as well as *Enter The Gungeon*
- Changing co-op
 - Player will play as one class in party
 - Additional players will join the party as different classes
- Remove character customization (keeping classes)
 - Remove backstory customization
 - Possibly have preset alternate characters (optional)
- Changing combat to conform to 2D
 - Enter The Gungeon-style, keeping (from original):
 - Dodging system
 - Cover (flipping tables)
 - Add aggro system (entering vision)
 - Vampire Survivors (weapon slashes are different sizes)
 - Remove locking-on
- Change skill tree to conform to previous changes
- Remove item combining
- Adapting to 2D: Darkwood vision system
 - Circle around the player
 - Walls obstruct vision

All Files And Changes

Note: red highlight = removed, yellow highlight = changed / added

Art Spectrum

- **The following changes were made for the 4/12/24 checkpoint:**
- Added in some slides at the top to allow our artist to add updates

Barb's Dungeon Description Final

- Added: "as you descend"
- Added: assassin character description + history

Barb's Dungeon Narrative Lore

- **The following changes were made for the 3/20/24 checkpoint:**
- Removed "Teacher NPC - Can teach skills if acquire a certain item (Rare chests, mini boss drops, boss drops)"

- Changed “Maneater Demon Souls” to “Gargoyle”
- Added: Potential Reference for Boss 2 & 3
- Changed: “Level 3 Flooded Mines” area description
- Changed: Ranger Character Lore and Concept of opening dialogue and choices
- Changed: Mage/Wizard Character Lore and Concept of opening dialogue and choices
- Changed: Knight Character Lore and Concept of opening dialogue and choices
- Added: Assassin Character Lore and Concept of opening dialogue and choices

Beat by Beat Over All

- Added: “Assassin” to Choose Character
- Changed: all of the character creation stuff to “Players will be given preset characters according to their chosen class”
- Removed: choose backstory
- Removed: choose items
- Changed: “Shows your character’s backstory and development of skills through a cinematic experience” to “Shows your character’s backstory with art panels and text overlaid”
- Changed: “Character customization” to “Character selection
- Changed: “Difficulty selection - this selection will be clarified to the players that they can change them anytime throughout the game in the setting, and both parties must agree for the change to be applied” to “Difficulty selection”
- Removed: “Player can travel to other saved levels if they choose”
- Changed: “Player(s) goes back to interact with NPC to improve stats” to “Player(s) finds and interacts with NPC to improve stats”
- Changed: “Watch cinematic endings” to “Watch art panels and text overlaid of endings”
- Added: “Assassin - Kills the king to complete his mission”

Simple Art Style Guide (UI)

- No changes

Game Loops

Game overview loop [Start to end]

- Changed: “Customize characters” to “Select characters”
- Removed: “Select Backstory”

Player Customization - Characteristics (Race, gender, etc.)

- Removed: character customization, backstory, items
- Added: assassin

Player Customization - Backstory

- Removed: entire slide

Player Customization - Items

- Removed: entire slide
- The following changes were made for the 3/20/24 checkpoint:

Every level of the dungeon - Inside safe room

- Changed: "Upgrade weapons" to "Pay to upgrade weapons"

Inside safe room - Upgrade player skills

- Changed: entire loop layout
- Added: "Select Class"
- Removed: "If Berserker" node

Added: **Inside safe room - Change player subclass & skills**

Added: **Economy System**

Added: **Stealth System**

Added: **Weakness System**

Added: **Enemy AI Loops**

Added: **Level Randomizer Loop**

Added: **Stat System Loop**

Combat Loops

- Changed: "Set up trap" with "Enemy defeated"
- Removed: "Ranger" and "Melee"
- Added: "Restart Level"
- Added: "Roam to find enemy"
- Changed: "Use spell" to "Use skills"
- Changed: "Bow and arrow" to "Ranged attack"
- Removed: "Knight"
- Removed: "Enemy attack first"
- Added: "Dodge attacks"
- Changed: "Switch weapons" location, replaced old location with "Attack their weakness"
- Added: Description to discuss how combat is real-time top-down combat.
- Changed: "Health consumable" to "Health consumable or Heal skill"

Game Start Dialogue

- The following changes were made for the 3/20/24 checkpoint:

- Changed: Ranger Character Lore and Concept of opening dialogue and choices
- Changed: Mage/Wizard Character Lore and Concept of opening dialogue and choices
- Changed: Knight Character Lore and Concept of opening dialogue and choices
- Added: Assassin Character Lore and Concept of opening dialogue and choices

Prototype

- No changes

Skill Tree Proof of Concept

- **The following changes were made for the 3/20/24 checkpoint:**
- Added: More detailed skill descriptions for all subclasses
- Changed: Knight subclass skills
 - Changed: “War Machine Passive” skill to “Whirlwind Slash” skill
 - Changed: “Blood Hunt” skill to “War Machine Passive”
 - Changed: “Anything for the boys TBD” to “A General’s Guard”
- Changed: Wizard subclass skills
 - Changed: “Faith Magic” to “Divine Channeler”
 - Changed: “Destruction Magic” to “Chaos Sorcerer”
 - Changed: “Conjuration Magic” to “Summoner”
 - Changed: “Greater Healing” to “Enchanting Weapon”
 - Changed: Swapped “Holy Blessed Bolt” and “Mihael’s Holy Flame” positions on skill tree
 - Changed: “Magic Missile” to “Chain Lightning”
 - Changed “Eldritch Blast” to “Ice Storm”
 - Changed “Focused Blast” to “Toxic Cloud”
- Changed: Rogue subclass skill tree layouts to match the other classes’ skill trees
 - Changed: “Ranger”, “Rogue”, “Movement”, and “Archer” subclasses to instead have “Rogue”, “Archer”, and “Beastmaster”
 - Removed: “Steal” skill
 - Removed: “Lock Pick” skill
 - Changed: “Rogue” subclass skills
 - Added: “Shadow Strike” skill
 - Added: “Poison Dart” skill
 - Changed “Stealth” to “Ambush”
 - Changed “Backstab” to “Quick Pockets”
 - Changed: “Archer” subclass skills
 - Added: “Piercing Shot” skill
 - Added: “Volley” skill
 - Changed: “Call your mark” to “Explosive Arrow”
 - Changed “Triple Shot Barrage” to “Hawkeye”
 - Added: “Beastmaster” subclass
 - Added: “Feral Charge” skill
 - Added: “Primal Howl” skill

- Added: “Pack Tactics” skill
 - Added: “Bond of the Wild” skill
 - Added: “Man’s Best Friend” skill
- Added: Assassin
 - Added: Shadowblade subclass
 - Added: Silent Strike skill
 - Added: Smoke bomb skill
 - Added: Shuriken flurry skill
 - Added: Assassin’s Guile skill
 - Added: Shadowmeld skill
 - Added: Swiftstrike subclass
 - Added: Dash Stab skill
 - Added: Momentum Shift skill
 - Added: Caltrops skill
 - Added: Momentum skill
 - Added: Adrenaline Surge skill
 - Added: Venomancer subclass
 - Added: Venomous Blade skill
 - Added: Infiltrate skill
 - Added: Toxic Trap skill
 - Added: Quick Reflexes skill
 - Added: Lethal Doses skill

System list with design brief and specs for features

- Changed: “3rd person, player character can [lock on] to enemies, player character can roll with [i frames] (invisibility frames), skills can be mapped to a variety of keybinds appearing in the skill bar at the bottom of the screen, VFX needs to differ for each weapon, weapon weight.” from 1a to “3rd person, player character can roll with [i frames] (invisibility frames), skills can be mapped to a variety of keybinds appearing in the skill bar at the bottom of the screen, VFX needs to differ for each weapon, weapon weight.”
- Changed: “This accounts for headshot damage multiplier, and elemental damage types” from 1c to “This accounts for stealth, critical strike chance, and elemental damage types”
- Removed: 4a
- Removed: 7b
- Removed: 7ca
- **The following changes were made for the 3/20/24 checkpoint:**
- Removed: 1f
- Added: 5c
- Changed: “Skills will have different physics interactions, some spells have positive/negative interactions with other player character spells” from 5b to “Skills will have different physics interactions, some spells have positive/negative interactions with other player character spells. The player starts with 2 active skills for all subclasses. When the player levels up through earning XP, they get one skill point that they can spend on one skill. They must have unlocked the previous skill in the subtree to be able to purchase this new skill. They can click again on an earned skill to remove it and use the skill point

elsewhere. You must remove the skills in the reverse order that you earned them. You cannot remove the starting 2 active skills per subclass.”

- Removed: 1f(7)
- Added: 1h
- Added: 1i

Tone Target

- No changes

Vision Canvas

- Added: “Dungeon Crawler” to Genre
- Added: “2D Topdown” to Genre
- Added: “The Binding of Isaac (dungeon layout)” to Inspirations
- Added: “Enter the Gungeon (combat)” to Inspirations
- Removed: “The player can customize and progress their character via combat and interactions combines a couple of the items.” from Core Pillars
- Removed: “Statistics tracker (for achievements)” from Required Hidden Systems
 - Note: we can revisit this if we have time left
- Changed: ““Random Level Layout” (Each level has 4 variations that add to the replayability and learning curve)” to ““Random Level Layout” (Each level has variations that add to the replayability and learning curve)” in Core System Breakdown

Asset List

- Removed: Customization System
- Added: Character Select
- Changed: “Each level of the dungeon can have 4 variations that add to player replayability” to “Each level of the dungeon can have different variations that add to player replayability”
- Removed: fast travel
- Removed: parry
- Changed: conjured bow to standard bow
- Removed: speech
- Added: HUD for health
- Added: HUD for mana
- Removed: pebble
- Removed: skybox
- **The following changes were made for the 3/20/24 checkpoint:**
- Removed: Madman
- Changed: “He's able to smash walls, engage in various combat (swings, stomps, etc), and chase the player until they leave a certain area while also having animations above” in D12 to “A ghost that endlessly chases the player down once a certain time limit is passed. He's able to phase through walls, engage in various combat (swings, stomps,

etc), and chase the player until they leave a certain area while also having animations above. He shares the same model as The Warden's Shade, but he is black and red."

- Added: The Warden's Shade
- Added: The Bound Sorcerer
- Added: The Corruptor
- Removed: C3
- Changed: "Charge/Rush Down/Blitz" in D7 to "Charge". Removed "Asset Notes"
- Removed: C29
- Removed: C30
- Removed: E23
- Removed: H3
- Removed: G4
- Removed: G6
- Removed: G10
- Removed: H4
- Removed: H7
- Changed: "4 spells organized in a form of a diamond in the right bottom corner." in E8 to "2 spells organized in a form of a diamond in the right bottom corner."
- **The following changes were made for the 4/12/24 checkpoint:**
- Added more detail to the asset list, focusing on abilities and weapons
- Reduced the number of overall enemies

Feature List

- Changed: "3rd person, player character can [lock on] to enemies, player character can roll with [i frames] (invisibility frames), skills can be mapped to a variety of keybinds appearing in the skill bar at the bottom of the screen, VFX needs to differ for each weapon, weapon weight." from 1a to "3rd person, player character can roll with [i frames] (invisibility frames), skills can be mapped to a variety of keybinds appearing in the skill bar at the bottom of the screen, VFX needs to differ for each weapon, weapon weight."
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- Removed: 1f(7)

- Added: 1h
- Changed: “Understanding what enemies should have what elemental weaknesses (Enemy with fur weak to fire)” from 1c to “Understanding what enemies should have what elemental weaknesses (Enemy types like zombies are weak to holy damage since they are undead)”
- Changed: “This accounts for stealth, critical strike chance, and elemental damage types” from 1c to “This accounts for stealth, critical strike chance, and elemental damage types. If you hit a critical strike, you do double the normal damage.”
- Changed: “Balance around 'Mana Regen', different spells different mana costs” from 1d to “Balance around 'Mana Regen', different spells different mana costs. The only class that has mana is Wizards”
- Changed: “Would make the combat system more interesting, goes with senses system” to “Would make the combat system more interesting, goes with senses system. Allows the player to hide behind objects to avoid projectiles or being spotted.”
- Added: 1i
- Added: 1j
- **The following changes were made for the 4/12/24 checkpoint:**
- Went through and deleted any removed content to make the updated list easier to read

- **The following changes were made for the 3/20/24 checkpoint:**

Technical Design Doc

- Created Technical Design Doc