



# IT Burrows

Game Design Document

Version 1.03

## Index

1. Title Page
  - 1.1. Game Name
  - 1.2. Team
  - 1.3. Narrative, Tone, & Theme
2. Game Overview
  - 2.1. Game Concept
  - 2.2. Target Audience
  - 2.3. Genre(s)
  - 2.4. Game Flow Summary – How does the player move through the game? Include both the interface and the game itself.
  - 2.5. Look and Feel – What is the basic look and feel of the game? What is the visual style?
3. Gameplay
  - 3.1. Objectives – What are the objectives of the game?
  - 3.2. Game Progression
  - 3.3. Play Flow – How does the game flow for the game player
  - 3.4. Mission/challenge Structure
  - 3.5. Puzzle Structure
4. Mechanics (Key Section)
  - 4.1. Rules – What are the rules to the game, both implicit and explicit.
  - 4.2. Model of the game universe. Think of it as a simulation of a world, how do all the pieces interact?
  - 4.3. Physics – How does the physical universe work?
  - 4.4. Economy – What is the economy of the game? How does it work?
  - 4.5. Character movement in the game
  - 4.6. Objects – how to pick them up and move them
  - 4.7. Actions, including whatever switches and buttons are used, interacting with objects, and what means of communication are used
  - 4.8. Combat – If there is combat or even conflict, how is this specifically modeled?
  - 4.9. Screen Flow -- How each screen is related to every other and a description of the purpose of each screen
  - 4.10. Game Options - What are the options and how do they affect game play?
  - 4.11. Replaying and saving
  - 4.12. Cheats and Easter Eggs
5. Story and Narrative
  - 5.1. Plot elements
  - 5.2. Game story progression
6. Game World
  - 6.1. General look and feel of world
  - 6.2. Areas
    - 6.2.1. General description and physical characteristics
    - 6.2.2. How relate to the rest of the world

## 7. Characters.

### 7.1. For each character

- 7.1.1. Back story
- 7.1.2. Personality
- 7.1.3. Appearance
- 7.1.4. Relevance to the story
- 7.1.6. Relationship to other characters

### 7.2. Artificial Intelligence Use in Opponent and Enemy

### 7.3. Non-combat and Friendly Characters

## 8. Levels

### 8.1. Training Level

### 8.2. For each level

- 8.2.1. Synopsis
- 8.2.2. Required introductory material and how it is provided
- 8.2.3. Objectives
- 8.2.4. Details of what happens in the level
  - 8.2.4.1. Map
  - 8.2.4.2. Critical path that the player needs to take
  - 8.2.4.3. Important and incidental encounters

## 9. Interface

### 9.1. Visual System

- 9.1.1. HUD
- 9.1.2. Menus
- 9.1.3. Camera model

### 9.2. Control System – How does the game player control the game? What are the specific commands?

### 9.3. Audio, music, sound effects

### 9.4. Game Art – intended style

### 9.5. Help System

## 10. Production

Team List

Prioritize Features List

Milestone Timelines

## 11. Workflow

# 1. Title Page

IT Burrows

## 1.2. Team

Yatharth Padharia

Gabe Whitston

Lucas Crain

Natalie

### 1.3. Narrative, Tone, & Theme

#### Narrative:

In the belly of the beast; delving into the depths of a living dungeon to slay it from the inside out. Like a Bawss.

#### Tone:

Laughing in the face of Brutal-Eldritch-Daemonism. A lot of bone and muscle, tentacles and eyes. You are in a flesh-hell. The only way to stay sane is to stay cocky and sarcastic. There is an undertone of fading hope, one last stand against a horde of terrible corruptive nightmares.

#### Theme:

How far will you go to save your world? How much of your life and your soul will you sacrifice to do what needs to be done? Balancing on the razor's edge between twisted oblivion and rugged determination.

## 2. Game Overview

### 2.1. Game Concept

“UTDC(Untitled Dungeon Crawler )” is a top down roguelike dungeon crawler game. The game is a super punishing dungeon crawler where the protagonist is under constant hardship of getting beaten up by the hostile environment.

### 2.2. Target Audience

Roguelike enthusiasts who appreciate games like Binding of Isaac Rebirth and other fast-paced dungeon crawlers. This game is for Mature Audiences due to violence and gore.

### 2.3. Genre(s)

Top down, roguelike, dungeon crawler

### 2.4. Game Flow Summary – How does the player move through the game? Include both the interface and the game itself.

UTDC takes the player through a string of dungeon rooms (aka levels) as it introduces them to new challenges in the form of enemies and traps. The player is forced to learn through trial and error, eventually understanding the weakness and resistances of enemies and traps.

UTDC has a minimal interface, since the player only has one (or two) health. The two player abilities and their mechanics are shown through animations that play when the ability is used.

Eventually, after overcoming multiple combinations of enemies and traps, the player faces off against a final boss and if they can defeat it, they are victorious!

UTDC is a NO SAVE game. Meaning if you die, you start all the way over from the beginning. The levels are semi-procedurally generated to keep the game fresh every time the player has to start over.

### 2.5. Look and Feel – What is the basic look and feel of the game? What is the visual style?

The game has a cartoonish art style similar to that of Don't Starve Together, but with blood and gore as the enemies die and are dismembered. The feel of the game is similar to that of Doom Eternal, fast paced combat while always on the brink of death.

The game will follow a sort of blue dark look to signify the cold and harsh environment of the dungeon.



## 3. Gameplay

### 3.1. Objectives – What are the objectives of the game?

The main objective of the game is to defeat the final boss and escape the dungeon. Some rooms will have challenges for the player to overcome environmental puzzles in order to escape that particular room. These are always combat puzzles that combine a unique grouping of enemies and traps that force the player to think outside the box with their abilities.

### 3.2. Game Progression

The player's sole form of progression is clearing rooms. The player keeps the same two abilities for the entire game, which are never altered or upgraded. This is a 'player upgrading' game (as Andre would call it) where the player themselves progress by learning new combos and techniques of how to use their abilities to overcome new obstacles.

### 3.3. Play Flow – How does the game flow for the game player

The levels will work as elden ring:

The player will start at the tutorial level where they'll get a basic introduction of all the mechanics and after that they'll meet the boss that will instantly kill them and bring them to the main dungeon.

The flow of play consists of the player using the grappling hook and charge punch to dash quickly around the map, avoiding enemies when necessary and getting up close and personal when it's time to finish them off.

The main combat mechanic revolves around stun-frames, where the player can temporarily stun enemies by grappling them before punching them, sending them flying across the room into new enemies.

### 3.4. Mission/challenge Structure

### 3.5. Puzzle Structure



## 4. Mechanics (Key Section)

### 4.1. Rules – What are the rules to the game, both implicit and explicit.

#### Implicit:

- Never let your guard down. The second you do, you'll die.
- Act with decisive confidence, one falter could be the end of you.

#### Explicit

- Learn through failure. Your deaths are opportunities to hone your skills.
- You are a one-hit wonder. It is very easy to die

### 4.2. Physics – How does the physical universe work?

All the world physics are force-based. This means that they can have an additive effect on each other. You can combine the punch with the grapple for added movement, for example.

### 4.3. Character movement in the game

- a. Basic player movement allows for moving in 8 directions using WASD.
- b. The player has a sprint that increases movement at the cost of stamina.
- c. The charge-punch attack launches the player in the direction of the mouse, allowing for speedy dashes in a straight line. While the punch is charging, player movement is halved and sprint is disabled. The punch also uses stamina based on how long you charge it for.
- d. Grappling Hook: The player can shoot their grappling hook onto walls; allowing them to zip quickly across the map. They must be careful though: grappling an enemy pulls it into melee range and grappling over some traps will trigger them.

### 4.4. Objects – how to pick them up and move them

- a. The objects and interactables in the games are very limited as the game must be punishing.
- b. Pickups are hidden in the game, taking the form of enemies and scenery throughout the dungeon. The player can use the grappling hook to drag an entity along with them, using it at upgrade chambers to get more powerful upgrades.
- c. Life Juice Veins: The 'lives' system in this game takes the form of sacks within the dungeon that the player can punch to release 'life juice'. When released, the juice can be walked over and absorbed, granting an extra life in case of death. When you would die, if you have life juice, you will respawn at a random spawn location somewhere in the

dungeon instead of getting a full gameover; keeping your upgrades and mini-map progress.

#### 4.5. Actions:

1.

The intractable actions in the game would be to environmental traps.

#### 4.6. Combat:

Grapple, Punch, Dash(Charged up punch).

##### 1. Grapple:

- i. Invincible only when travelling.
- ii. Grappling Stuns the enemies.
  - a. Armored enemies once stunned can be damaged.
- iii. Can grapple enemies closer.
- iv. Can combine punch to create an arc of sorts to cover more area.

##### 2. Punch:

- i. Player can punch the enemies as they are looking at the direction.
- ii. The punch can deflect back an attack(if timed right).
- iii. Punch can create knock backs.
- iv. Holding down the punch button allows player to dash.

##### 3. Dash:

- i. Dash can be performed while holding down punch.
- ii. Dash can be used to avoid traps(in corridors, or such)

#### 4.7. Upgrades:

Throughout a run, the player has a hard choice to make. Life Juice, the charges that count as extra lives in the game, are also the foundational ingredient in upgrading yourself and your abilities.

Check out the miro board for the current prototype of the upgrade system.

#### 4.8. Game Options - What are the options and how do they affect game play?

#### 4.9. Replaying and saving

#### 4.10. Cheats and Easter Eggs

## 5. Story and Narrative

### 5.1. History

THE DARK FOREST IDEA: Humans become spacefarers but experienced a dark age when the eldritch abominations were discovered.

Dark forest theory was proven right when the eldritch race discovered the humans and there has been an eons long war ever since.

Something happened that caused humanity to lose their advancements in technology. Earth has been destroyed, causing a major setback in the empire.

Time dilation: once a colony ship arrives on a distant world, the inhabitants have no idea what life is back on earth.

The sanctuaries are created by ships that land on these planets, the ships are the central points of these sanctuaries.

The technology is recognized by the spacefaring humans as holy relics infused with magic.

The new human society leads a hierarchical feudal lifestyle to persevere in the dark and unforgiving universe.

How does this technology protect the sanctuary?

What sent the colony into the dark age? The tech they brought stopped working after a crash landing. The planet could have inherent electrical interference that causes issues with the ship's components.

COLONIZING HUMANS + INVASION TIMELINE: Colony world that's totally fine and then gets invaded by the big burrower because humanity has revealed itself to the stars. Humanity loses their technological advancements because of the invasion.

COLONIZING HUMANS + BURROWER ALREADY INHABITS PLANET TIMELINE: Humans land on a world inhabited by burrowers. Dark jungle

- On a hostile and predacious planet teeming with eldritch life, the descendants of a human colony struggle to fend off the horrors outside their city. Only the most elite soldiers, known as Excavators, have the training and resolve to hunt down the greatest threats. When a monster-spawning leviathan creates a burrow near the city wall, our hero drills into its fleshy body to take it down from the inside out.

EARTH INVASION TIMELINE: Earth is invaded by the eldritch abominations. Humanity, who is in a steampunk phase of technological advancement, moves to the sky with airships in order to fight the burrowers.

- After a worm-like planetary parasite falls from space, the inhabitants of a tiny planet find themselves in the twilight of their civilization. Burrowing into the planet's core, the space parasite grows as it feeds off the molten heart of the world. Now, the planet has split in two, magma-covered tentacles ripping a rift at its equator. The humans are launching a final assault on the leviathan, sending their bravest warriors inside the beast to kill it from the inside out.

Luke's 2 cents: A bunch of Burrowers (or one big burrower) lands on earth, humanity has established sky cities, so their land colonies fall, but the burrowers are stuck on the land and sea of Earth. These borrowers are birthing monstrosities that wreak havoc on the planet and eventually create a way to launch the eldritch forces at one of the sky cities.

- A symbiotic super-parasite has taken over the planet, forcing humanity to flee into large floating cities. Now the hive mind creatures are learning; flinging tentacled, monster-spawning mega-monsters at the floating cities. When one manages to latch on, the humans rally to bore into its body and take it down from the inside out.

Gabe & Bunny talked about:

- The planet broke in half because the burrower (the dungeon monster is burrowing and growing into the planet's core, then sending tentacles and minions out of the ground, breaking the planet in half. It feeds off the core of the planet.
- The humans have one city left on the other side of the planet that big and has a steam punk tesla coil forcefield around it.
- The humans are sending everything they have in many airships to the other side of the planet to try to kill the burrower once and for all.
- But it looks to us like they are failing. Against tentacles destroy airships. And all of the drill pods that drop towards the burrower are destroyed. All except one: the player.
  - The burrower has bio-cannons that shoot balls of slime and acid at the airships. Little holes that spit the balls of slime.
- Note: The planet is a very very small planet!
-

## 5.2. Plot elements

CROWD FAVORITE: After a worm-like planetary parasite falls from space, the inhabitants of a tiny planet find themselves in the twilight of their civilization. Burrowing into the planet's core, the space parasite grows as it feeds off the molten heart of the world. Now, the planet has split in two, magma-covered tentacles ripping a rift at its equator. The humans are launching a final assault on the leviathan, sending their bravest warriors inside the beast to kill it from the inside out.

The Hero is a soldier on a team of elite fighters for humanity called EXCAVATORS. A specialized and sacred group of fighters chosen to slay the burrower.

## 5.3. Game story progression

## 6. Game World

### 6.1. General look and feel of world

Pixel art, dark ,cool, bluey dungeon.

### 6.2. Areas

6.2.1.General description and physical characteristics

6.2.2.How relate to the rest of the world

## 7. Characters.

### 7.1. For each character

7.1.1.Back story

7.1.2.Personality

7.1.3.Appearance

7.1.4.Relevance to the story

7.1.6.Relationship to other characters

### 7.2. Artificial Intelligence Use in Opponent and Enemy

Enemies:

- 1.Brawler: The enemy type who gets up close and personal and punches.
- 2.Exploding Enemies: These enemy types get closer and explodes or explodes on any damage.
- 3.Shooter Enemies:These enemies take aim and shoot bullets at the player.
- 4.Armored Brawler:These are armored up brawlers as they dont take any damage. They only get damaged once they are stunned.
- 5.Armored Shooter: These are similar to Armored brawler. These are the shooter enemies under the protection of armor and can be only be damaged once they are stunned by the grappler.
- 6.Big Baddie Boss: The boss will be heavily inspired by Balteus (TBD)

## 8. Levels

### 8.1. Training Level

### 8.2. For each level

8.2.1.Synopsis

8.2.2.Required introductory material and how it is provided

8.2.3.Objectives

8.2.4.Details of what happens in the level

8.2.4.1. Map

8.2.4.2. Critical path that the player needs to take

8.2.4.3. Important and incidental encounters



## 9. Interface

### 9.1. Visual System

#### 9.1.1. HUD

#### 9.1.2. Menus

#### 9.1.3. Camera model

### 9.2. Control System – How does the game player control the game? What are the specific commands?

### 9.3. Audio, music, sound effects

VIBE STUFF: Steampunk, eldritch horror, apocalyptic,

Fun sounds to explore:

Orchestral, steampunk, draconic society jams, militaristic music, metal, symphonic metal, Meditative metal that maintains consistency so you can vibe out to it while you destroy creatures.

Instruments - piano, guitar, choir, orchestra, solo vocals,

KEYS: E maj/min (relative minor C# also C min sounds sick) and B maj/min (Relative minor G#)

BOSS TRACK: swapping back and forth between confusion and lashing out at the player  
Boss track gets more aggressive and desperate the lower the boss's health is.

### 9.4. Game Art – intended style

Cartoony but still disgusting when it needs to be. Utilizing a 2d cartoon style for the powerful shapes and striking silhouettes in characters and forms.

Inspirations: Adventure time, Mike Mignola, Genndy Tartakovsky

## 9.5. Help System

# 10. Production

## Team List

Yatharth:

- Dungeon Randomizer
- Traps
- Menu system/UI
- Narrative
- Particle Effects & Shaders & Post Processing
- Level Management

Gabe:

- Task Management/Production
- Player Movement & abilities
- Enemy AI & attack scripting
- Boss fight
- Save system
- Steam Integration

Lucas:

- SFX
- Music
- Art Director/Artist
- Narrative

## Prioritize Features List

Yatharth:

1. Dungeon Randomizer
2. Player Movement
3. Trap Prototypes

4. Basic Menu Navigation
5. Improve Dungeon Randomizer

Gabe:

- ☐ Improve Enemy AI
  - ☒ ~~Make creeper hitbox scale~~
  - ☒ ~~Makes spewers check if there is a wall between them and the player~~
- ☒ ~~Improve Punch Ability~~
  - ☒ ~~Add stamina bar~~
- ☐ Grappling Hook Ability
  - ☒ ~~Make it so you can't SPAM KILL ENEMIES~~
  - ☐ Make the chain render
  - ☐ Make the chain render around corners
  - ☒ ~~Add a maximum range and a cooldown~~
- ☐ Make a camera changer script that...
  - ☐ Changes the size of the camera when the player enters an area
- ☐ Make the player life juice system

Lucas:

1. Concept art & Art direction
2. Music and Sound Design

Done Color = This Color

## Closer look at art assets per object & level

Here we break down every single action or element that needs its own VFX, SFX, animation, or art asset.

### Art Asset List

- Upgrade pod
- Playermodel (grapple and chain)
- Brawler + armored brawler
- Sarlac Traps
- Bottomless pit
- UI TBD
- Spitter
- Upgrade ingredients: Juice +
- Exploding Little enemies
- Floor eyes

- Dead soldiers (goopy gorey, being absorbed by the beast) (maybe some old ass skeletons to show how old the beast is)
- Boss creature TBD
- Boss room props TBD
  - Heart Containers
  -

## Player

Player health idea after talking to Gabe, one big tank with three charges visible from the top, loses a vial everytime they die.

1. Idle
  - a. Idle animation (animator)
  - b. Idle too long voicelines (SFX)
  - c. Idle particle effect (VFX)
2. Moving
  - a. Footsteps sound(SFX)
  - b. Ripple(VFX)
3. Charge Punch
  - a. Windup animation (VFX)
  - b. Charging up punch:
    - i. Animation (animator)
    - ii. Changing sound (SFX)
    - iii. Charging particle effect (VFX)
    - iv. Camera Animations
4. Punch Release/Dash
  - a. Animation(Animation)
  - b. Dash(VFX)
  - c. Camera Animation
5. Punch Hit
  - a. Animation (animator)
  - b. Effect (VFX)
  - c. Hit sound (SFX)
  - d. Kill sound (SFX)
  - e. Camera Animation
6. Grapple
  - a. On hit, Particle and Decal(VFX)
  - b. On shoot SFX
  - c. While flying through air (VFX)
  - d. Chain Sprite/animation
  - e. While flying through air (SFX)
  - f. On hit,Sound Effect(SFX)

## 7. Death

- a. Pit
- b. Acid
- c. Bite
- d. Brawler
- e.

## Enemies

### SPITTER:

- a. Creature design
- b. Final render

#### Idle

- a. SFX
- b. Bone animation loop

#### Attack

- a. Attack SFX
- b. Hit SFX
- c. Design

#### Damage

- a. Hurt SFX
- b. Death SFX

### BRAWLER:

- A. Creature Design
- B. Final Render

#### Idle

- a. SFX
- b. Bone animation loop

#### Attack

- a. Attack SFX
- b. Hit SFX

#### Damage

- a. Hurt SFX
- b. Death SFX

### CREEPER:

- A. Creature design
- B. Final render

#### Idle

- a. SFX
- b. Bone animation loop

#### Attack

- a. Attack SFX

#### Damage

- a. Hurt SFX
- b. Death SFX

### Traps

#### WORM

- a. Creature Design
- b. Final Render

#### Idle

- a. Idle state art

#### attack

- a. Lunging at player animation
- b. attack sfx

#### HOLE

#### BOMB

- A. Explosion sfx
- B. Proximity indicator VFX and SFX? (Like bibber bang from bg3)

### Dungeon

#### SFX

#### Background Music:

1. Exploration Track #1
2. Exploration Track #2
3. Combat Track #1
4. Combat Track #2
5. Final Boss Track

#### Stings

1. Win Game Sting/Area Clear?
2. You died Sting?

#### Ambience Tracks:

1. Dungeon Ambience #1
2. Dungeon Ambience #2
3. Boss Ambience

#### ART & Animations

1. Dungeon Walls #1 (Art)
  - a. Variant 1
  - b. Variant 2
  - c. Variant 3
  - d. Variant 4
2. Dungeon Floor #1 (Art)
  - a. Variant 1
  - b. Variant 2
  - c. Variant 3
  - d. Variant 4
3. Dungeon Walls #2 (Art)
  - a. Variant 1
  - b. Variant 2
  - c. Variant 3
  - d. Variant 4
4. Dungeon Floor #2 (Art)
  - a. Variant 1
  - b. Variant 2
  - c. Variant 3
  - d. Variant 4
5. Dungeon Walls #3 (Art)
  - a. Variant 1
  - b. Variant 2
  - c. Variant 3
  - d. Variant 4
6. Dungeon Floor #3 (Art)
  - a. Variant 1
  - b. Variant 2
  - c. Variant 3
  - d. Variant 4
7. Floor interactable #1
  - a. Variant 1 (Art)
  - b. Variant 2 (Art)
  - c. Interacted with Sound 1 (SFX)
  - d. Interacted with Sound 2 (SFX)
  - e. Interacted with Sound 3 (SFX)
8. Floor interactable #2

- a. Variant 1 (Art)
  - b. Fariant 2 (Art)
  - c. Interacted with Sound 1 (SFX)
  - d. Interacted with Sound 2 (SFX)
  - e. Interacted with Sound 3 (SFX)
- 9. Floor interactable #3
  - a. Variant 1 (Art)
  - b. Fariant 2 (Art)
  - c. Interacted with Sound 1 (SFX)
  - d. Interacted with Sound 2 (SFX)
  - e. Interacted with Sound 3 (SFX)
- 10.

## UI & Menus

## Milestone Timelines

## 11. Workflow

## 12. Playtesting

Round 1: questions to answer

- What worldbuilding story are we going with?
- How do we want to build most of the rooms in the dungeon?
  - What combination of enemies and traps work well?
  - What room layouts offer engaging scenarios?
    - Twisting, narrow hallways?
    - Larger, open spaces?
    - Many joined rooms?
- Foundational Gameplay:
  - What works and what needs to change for each enemy/ability?
- Camera Position: Where do the players keep the camera and what is their feedback with visuals?