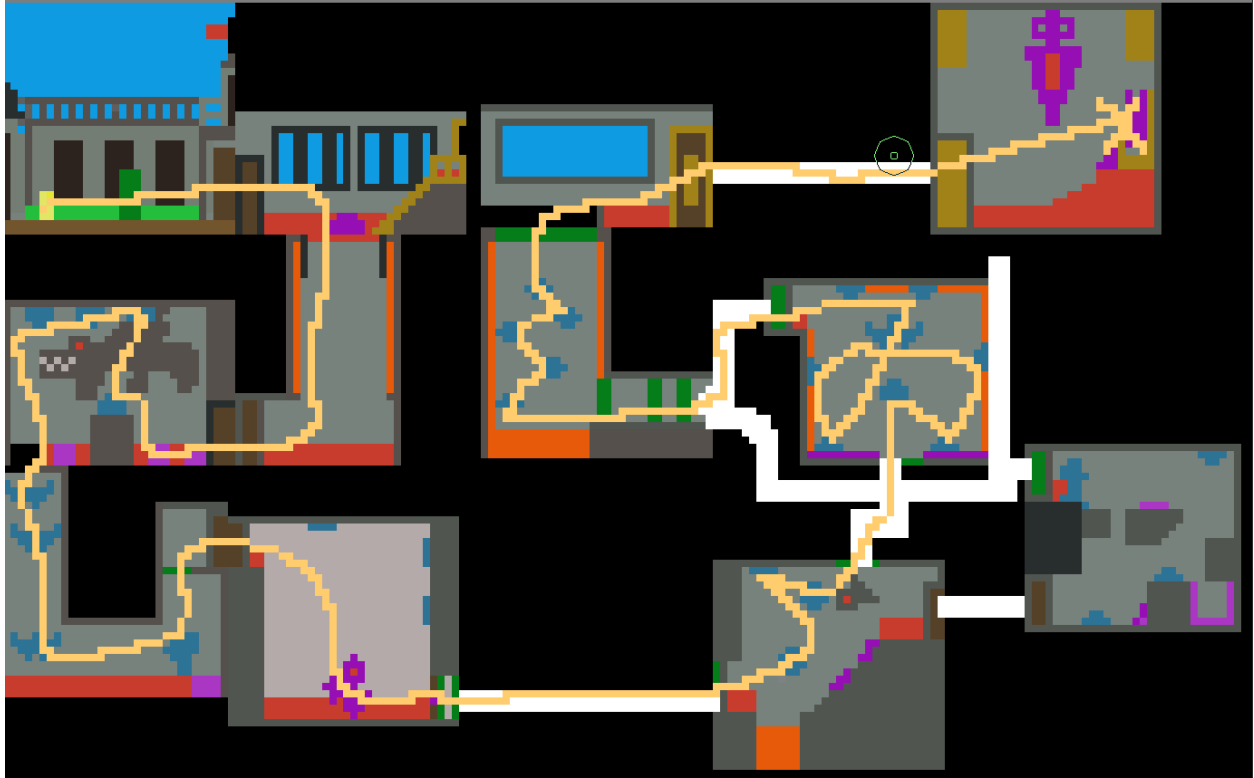


Dragon Queen's Labyrinth

Layout Map





Legend

- **NOTE:** *I couldn't sculpt this to my ideal design so all I could do was make proxies and jot down my notes. I wanted more dialogue and detailed aesthetics but I lack the time and ability to convey it. If I made this game for real, these details would be present.*
- **All Pixel Art was done in 32 x 32 scale.**
- Avatar: (I didn't have time to design one, so here's a free one I found online)



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- Gameplay Mechanics:
 - Dash Slash: After hitting 3 enemies and/or Breakable Objects in a short amount of time, the knight can slash across the screen and ignore any obstacle or damage. As shown on the map, the optimal path can only be taken by using said mechanic as it is needed to bypass certain parts of the level
 - Traps: Purple Squares indicate where players can step which will spawn a monster next to them that will attack them after a short delay
 - Other Mechanics
 - Enemies: Various enemy types will appear. Some Fly, some shoot laterally, some shoot from the ceiling that the player must avoid
 - Hazards: Orange squares indicate where hazards would be. Touching them damages the player
 - Boss: Both bosses have similar mechanics, they will swing their blades, leaving their backs open to attack, their weak spot. The Golem will summon enemies from the spots on the walls, while the Queen will summon them casually at higher frequency. The player can use these enemies to charge up a Dash Slash
- Legend Notes:

- 1. The Starting point and player character at their in-game size
- 2. A breakable object
- 3. Door
- 4. The Trap Door. Player will have to trigger it
- 5. Example of a Hazard
- 6. An Enemy Spawner Trap
- 7. Chandelier enemies that will attack with projectiles
- 8. Flying Enemies that will close in and try to strike the player
- 9. Turret enemies that fire lateral projectiles
- 10. Another trap
- 11. Golem Boss
- 12. Enemy spawners that take turns spawning Flying Enemies
- 13. A locked door requiring defeating the Golem Boss
- 14. Enemies that stay in fixed places in midair
- 15. A breakable ceiling requiring a Slash Dash to access
- 16. Special Traps that instakill the player
- 17. The Queen will grab her axe and shield during the second phase
- 18. The Dragon Queen/Final Boss, who will rise when the fight begins

Extras (Updated Room Purpose Guide)

- Tile 1: Entrance
 - This tile is where the player starts. They would be greeted by the Queen's Servants (who I did not have time to design) who would drop a bit of exposition
 - The player gets to see the breakable object, how they slash, the counter (in a GUI) go up indicating how close they are to a Dash Slash, and the time it takes before the counter resets due to lack of combo.
 - Doors are auto interact by contact
- Tile 2: Courtyard

- The Queen would be here to greet the player and then leave, showing where the player should go and what their end goal is
 - Walking in her direction triggers the floor trap that will bring them to Tile 3
- Tile 3: Falling Down
 - This brings the player to the combat portion of the level and tells them they must climb up to get to the Queen, giving them a mental direction of where to go
 - This also introduces hazards on the side
- Tile 4: Slash Mechanic Teaching
 - This room is meant to teach the Slash Dash and also contains the first enemy spawner
 - Enemies are lined up in an unusual path to tell players they can get creative with their routes
 - I also put a dragon design on the wall for fun
- Tile 5: Slash Mechanic Part 2
 - This room is meant to show the Slash Dash can be used to ignore enemies and damage
 - 3 enemies are lined up as the player falls that will easily charge the Slash Dash, which they can use to bypass the lateral shooting enemy and reach the door to Tile 6
- Tile 6: Golem MiniBoss
 - Here the player fights the Golem-Knight, the Dragon Queen's most powerful warrior
 - The mechanics of this boss are a mini-version of the Dragon Queen, giving the player time to practice (Mechanics are in the mechanics section)
 - There is only 1 phase, so it's easier, just three hits to the back
 - This is also a good review of the mechanics the player just learned
- Tile 7: Fork in the Road
 - Here the player must perform a series of Slash Dashes and show their mastery. If they succeed they get access to an easier path, otherwise, they must go to a platforming section
- Tile 8: Platforming
 - Going up Tile 7's stairs takes you to the platforming room, where the player must make their way to the top door and past the shooting enemy to reach the end.
- Tile 9:
 - This is a fun free flow section where the player can maximize their Slash Dash, hitting enemies over and over and flying across the screen to get out
- Tile 10: Return to Castle
 - Here the player must break the three objects at the start to charge their Slash Dash and fly up to break the lid on the section and return to the castle proper
 - If the Player was in Tile 9, they can just fly out
 - Hazards, like the rest of my maps, are placed to ensure the player will know where to go by knowing where to avoid
- Tile 11: Calm Before the Storm

- Returning to the castle, I give the players a break before sending them in to fight the Dragon Queen
- I'd have one of the Queen's servants say some dialogue here about not expecting the hero
- Tile 12: Throne Room/Final Boss
 - The Dragon Queen will say some dialogue before rising from her throne and fight
 - The mechanics are the same as the Golem fight, although the Dragon Queen will summon enemies by a gesture and from anywhere
 - After phase 1, she will grab the axe from the wall and use it to attack like the Golem Knight
 - In Phase 3 she will jump atop the doorway ledge and summon a horde of enemies, forcing the player to Slash Dash to defeat her
 - A short cutscene of the Dragon Queen throwing an online gamer salt fit that she lost will ensue upon victory

A section for lost barks

<> Dragon Queen

- "Ah, I see, the little Knight has chosen MY dungeon over others. But of course! I am truly the greatest labyrinth designer in all the lands . . . STOP GIGGLING, MARY, MARIANNE! *Ahem!* Now where was I. . ." (When meeting)
- "Congratulations on making it past my ingenious traps. I do hope you enjoyed them, Little Knight. Now, come at thee with all thy might!" (at boss fight).
- "This is NOT fair! How can I lose? THAT'S IMPOSSIBLE!"

<> Mary/Marianne (identical twin servants)

- "Oh, my! You actually made it past those. Milady will be thrilled. You're the first to make it past all her traps since . . . Well, it doesn't matter, does it?" (Upon escaping the labyrinth)

<> Golem Knight

- "*Oh, it's finally time.* It a-appears a challenger has arrived at my chambers. Allow me to test your skill in the name of Her Highness, the Dragon Queen!" (upon engaging)
- "You have defeated me with superior skill. I will now unlock the remainder of the labyrinth for you. Be warned, none have leapt into hell's maw and lived to tell the tale . . . *I think I got my lines right. It's been so long since I read Her Highness's script I got rusty.*"