My Tutorial

Dungeon Fodder

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OVERVIEW

My Tutorial Dungeon Fodder is a combination of inspirations from *Tamagotchi*, *Pokémon*, and games with tutorials similar to *Baulder's Gate: Dark Alliance*.

The game starts with a text tale of how the adventurer was lured into a tavern by the chords of a deceased maiden and then convinced by the barkeep to clear her cellar of rats. You've delved into the dungeon with only a few small possessions of random objects you had on you and a rusty dagger given to you by an eavesdropping patron.

Control begins in the cellar with the cliché prompt of narrator tutorial popups instructing you on how to move and enter combat. The combat tutorial will be done in a sort-of Pokémon style layout with the adventurer being your combatant and the rat being your opponent.

After a few battles and the range of basic RPG tutorial prompts, the adventurer will decide he cannot bring himself to harm anymore of the adorable low level creatures (rats, slimes, skeletons, goblins, spiders, etc …). At this point the tutorial prompts will inform the player that he could instead capture and raise one of these creatures.

This is the point the majority of the game begins. You spend time managing your very own tutorial dungeon fodder creature. This includes teaching him, training him to become stronger, feeding him, playing with him, and much more. As well you will send him to the dungeons again to prove himself. With him you'll combat both other creatures and seldom an adventurer will wonder into the dungeon and your creature will have the chance to prove himself.

My Tutorial Dungeon Fodder is the unconventional story of an adventurer and a creature considered fodder for a tutorial.

GAMEPLAY

The game starts with a screen of three adventures (Human Archer, Elf Wizard, Dwarf Warrior), from here the player will pick which avatar will represent them in the game. Once they begin they will proceed to the introduction and then the tutorial dungeon. The tutorial will walk them through the basics of dungeon controls and combat. The tutorial will end with it teaching the player how to capture a creature.

After they catch a creature the game transitions them over to the creature management screen. Here they watch the creature go about the adventurer's home and can be interacted with. The game will introduce the player with a few overview tutorial prompts about the different things they can do with their pet.

These activates range from playing mini-games with the creatures, feeding them, training them, and managing their stats. All these activities will have effects on the long term development of their creature. Things like the creature's feelings towards their owner, the rate at which they level up, and even their overall mood.

The main amount of gameplay will be spent playing in the game's dungeons. Features here will be the same as previously when in the Tutorial Dungeon as the adventurer, except now you control your creature and have monster like attacks and gain loot. The primary difference as the creature will be the chance of an unknown adventurer wandering into the dungeon currently on a grinding spree or loot hunting.

TUTORIAL DUNGEON

Figure 1

The tutorial dungeon will introduce the player to the basics of the game and establish the future overall dungeon exploration. Firstly, the player will be taught how to move around the dungeon. Movement in MTDF will function very similar to the 2D era *Pokémon* (and 2D *Zelda*) games as seen in Figure 1. All movement will be locked into a square movement grid which the player can move horizontal and vertically on.

Then the player will advance to the next room of the dungeon and be introduced to a creature pacing in the room. The tutorial prompts will instruct he player to walk towards the creature. Once they make contact it will initiate combat between them. (See the section labeled "Combat" below for more information about combat.)

After combat has concluded the player will be told to continue adventuring in the dungeon. After a few rooms have been cleared the player will have a dialogue box open in which he contemplates his actions and feels remorse for hurting these creatures. He then decides on instead taking one of them into his care and raising it to be a strong creature that would be able to protect itself.

The tutorial prompt would appear again letting the player know that the next creature they face in combat they will be able to capture and raise as their own. The dungeon hereon will consist of a variety of creatures for the player to choose from such as rats, bats, slimes, goblins, and more. (See the section labeled "Capturing" for more about that.)

Once a creature has been captured the tutorial will end and the player will be transitioned to their room in the inn.

COMBAT

Figure 2

The combat system will be very relatable to *Pokémon.* As seen in Figure 2, combat will be performed in separate scenes from the game's overworld. The UI will also be similar to the example game's.

Players will have the options to "Attack", "Defend", "Item", and "Run". The "Attack" option will present the player with up to four attacks that the creature currently knows as well as how much energy the attack uses.

Each time the player sends the creature into the dungeon it will only have a limited amount of energy it can spend in the dungeon, having to return to the inn to recover. This will cause the player to have to plan out their combat as more powerful attacks will take larger amounts of energy.

The "Defend" will allow the creature to negate a percentage of damage taken during the next attack from the opponent. Some attacks will have charged attacks in which this option would be best used.

"Item" allows the creature to use a currently equipped item. This item can be assigned by the player before sending them into the dungeon. Possible items include foods that would restore some of the creature's energy or health.

Lastly the “Run” option gives the player the option to make their creature run from a fight. There is a chance the creature fails to escape the battle and loses their attack turn.

When the player’s creature wins in combat they gain experience points towards leveling as well the possibility of an item drop. However, if the creature is defeated in the dungeon they faint and are returned back to the inn with a damaged health points that will need to be recovered with medicine as well any items dropped will be lost.

CAPTURING

Throughout the game the player will only be given the chance to capture a creature during the tutorial. Afterwards the option will not be presented again.

In the Tutorial Dungeon after the player’s character contemplates that he should train one of these creatures instead of murdering them, the next combat the player takes part in will have “Attack” replaced with “Capture”.

This action will be a sure success. Possibly in the future a mini-game could be played for the capturing of creatures.

If the player encounters a creature by mistake at this point that they don’t wish to capture they can use the “Run” command which will also be a sure success at this stage in the tutorial.

CARETAKING

When you’re not playing as your creature in the dungeons, you’ll need to take care of it back at the inn with its health, energy, stats, and leveling.

When your creature is defeated in the dungeon and sent back to the inn it’s health will have a nerf reducing the max amount. This will have to be cured with the use of medicine that the player can only get and apply from outside the dungeons. If the player allows the maximum health of the creature fall below 50% than it will begin to refuse going into the dungeons.

As well energy can be restored either slowly by passing the days or by feeding your creature foods. As well ignoring to feed your creature will reduce its maximum possible energy. High quality and more expensive foods can also give your creature temporary buffs to stats and even raising the maximum energy for a number of days.

Once your creature reaches enough experience to gain a level it will need to be applied at the inn and the player will be presented with a number of different training options to increase specific stats.

A hidden statistic will also be present in monitoring the connection between the player and the creature. If the player neglects to feed it than slowly the creature will begin to resent the player. A negative connection between them will cause the creature to gain experience slower, as well a higher connection will cause the creature to gain experience quicker.

QUESTS

The inn will have frequent guests at the tavern of whom will provide you with quests. These quests will range from finding specific items, defeating bosses, or clearing certain dungeons.

These quests will bet the quickest way to provide the player with gold to buy items for their creature as well give additional experience, however these quests will also have time-limits as the quest giver will only be staying at the inn for a certain amount of time.

Some quests may even give unique items such as items that would permanently increase a stat or provide a new attack for the creature to learn.

DUNGEON DELVING

After returning to the inn from the tutorial dungeon the majority of the player's time will be spent in sending the pet creature into other dungeons to fight other creatures to gain experience and collect loot.

Each dungeon will have a set number of floors starting the pet creature on the first floor each time they delve in. The player will be able to see the average level range for each dungeon and more will unlock as they either clear the previous dungeon or reach a minimum level that will automatically unlock it.

Each dungeon will give a specific unique item once cleared. However, even once cleared the player may still send their creature into the dungeon to play it again, but the clearing reward will not be dropped again.

BOSSES

At the end of each dungeon there will be a boss creature that the player's creature can challenge in a fight. These fights will be a stat buffed larger version of a common creature in the dungeon such as a Queen Rat or King Goblin.

These fights will include bosses having unique attacks that do large amounts of damage and specific attack patterns.

Fighting these bosses is the only way to clear a dungeon and be rewarded the clearing reward.

ADVENTURERS

As the player's creature gains more levels there is an increasing chance that an adventurer will appear in the dungeon they are currently in. If this happens the adventurer AI acts in the same way that a player in an RPG game would, proceeding room to room through the dungeon.

Most adventurers will be grinding for experience and attacking each creature they come across. While the adventurer fights other creatures in the dungeon the player will see health bars above both of them until one is defeated. During this time the player's creature will be able to pass by the combatants without getting attacked. However, if the adventurer is not currently pursuing another creature than the player will grab their attention and be chased.

Combat with adventurers are equivalent if not harder than facing a dungeon boss. Defeating adventurers will be the only way in the dungeon to get gold as an item drop as well they have a high chance of dropping a rare item

and provide a large amount of experience.

Adventurers are unique also in that they can use items such as potions to heal themselves, as such combat with them is never assured no matter how low in health they get.

If the player's creature is defeated by an adventurer than they are returned to the inn, however the nerf to maximum health is higher than normal.

Adventurers will come in a variety of classes including Knight, Mage, Archer, Lancer, Monk, and more.

MERCHANTS

The majority of loot the player's creature gathers in the dungeons will be items the player has no use for. However, there are others in the world that can make use of it. These items can be sold to merchants to earn gold for items the player needs.

The most consistent merchant in the game is the tavern maid who will always sell basic food and treats. However, she only buys basic cheap loot and wouldn't ever consider buying weapons from the players.

Then there are traveling merchants who will stop at the tavern from time to time, but never stay for more than a single day or two. These merchants will buy and sell weapons, armor, medicine, and random other items. Every so often they'll also have high end foods.

Lastly, from time to time a mysterious man will be in the tavern for a short amount of time who will buy relics, cursed items, and sell very high end items such as permanent stat increasing foods. This merchant will be rare and can even vanish if you just return switch between the tavern and your inn room.

SETTING

My Tutorial Dungeon Fodder takes place in a fantasy world of adventurers, magic, and dragons. Similarities could be drawn between it and *Dungeon & Dragon's Forgotten Realms* setting.

The majority of the game takes place in a tavern with an upstairs inn called "Elven Tavern & Inn" and from there the player sends his creature out to the many dungeons via scene changes.

ELVEN TAVERN & INN

The Elven Tavern & Inn is where the player is originally hired by the tavern maid to clear out the cellar dungeon of rats. And afterwards she offers him a room at the inn to help out with other quests and maintain the cellars.

The tavern is popular among adventurers and merchants as they frequent the tavern for its famous ale and sandwiches. Although from time to time it has been known to draw the attention of unwanted folk.

As well the tavern is famous for a ghostly voice that sings a single melody in a long forgotten elvish language which naturally puts people at ease, but never ends.

DUNGEONS

The world has been long plagued by a strange magic which keeps a constant cycle of monsters appearing in the world. No matter how many are defeated by the adventurers, there always seems to be the same amount of creatures in an area within the next few days.

As such any area where creatures have been known to appear remain dangerous and need the frequent visit of adventurers to keep them safe.

Dungeons are one such place and the player will be sending their creature to them frequently.

There may be a number of specific dungeons related to quests that contain unique creatures, but for the most part dungeons are unnamed and not special for any particular reason.

DESIGN NOTES

CREATURES

- Rats
- Bats
- Skeletons
- Goblins
- Slimes
- Ghosts (?)

ADVENTURER CLASSES

- Knight
- Mage
- Archer
- Monk
- Lancer
- Paladin