

# DUNGEON DINER

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## INTRODUCTION

In a world where all food is found in dungeons, you are an adventurer-chef trying to restore your mentor's restaurant to its former glory. Delve into the depths of the pantry to gather ingredients to serve to hungry patrons aboveground..



## CORE GAMEPLAY

### Fight

- Food enemies drop ingredients
- Explore rooms with a variety of props and enemies using a map
- Endless dungeon levels that are new each time it is entered with multiple floors of verticality

### Cook

- Ingredients from the restaurant can be used to complete a time management minigame

### Interact and Upgrade

- Interact with patrons to get VIP orders or upgrade the player
- Interact with various NPCs in the dungeon



## ARTIFICIAL INTELLIGENCE

### State Based

- Enemies navigate the dungeon in states such as patrolling, wandering and chasing

### Status Effects

- The player can incur status effects such as burning, freezing, and being electrified
- Variants of enemies can give certain effects

### Interaction

- Enemies will run from player if they are low on health
- Enemies will be alerted if an enemy is attacked in the same room



## PROCEDURAL GENERATION

### Modules

- Rooms of the dungeon are hand designed for number and type of enemies
- The props within are randomized from a collection of possible props and locations
- Constraints for the generation ensure there are exits to the restaurant and no modules overlap
- Stairs up and down are generated for multiple layers to the dungeon

### Regeneration

- The generation has hard and soft constraints
- The generation will attempt to meet these constraints
- If a soft constraint is not met, the generation still completes. If a hard constraint is not met, then the generation will reset until these constraints are met

