

Game Design Document

Pirate Software Game Jam 19 — The Cost of Progress

Team: TheNasky and BenZAudioDes | Engine: Godot 4 | Platform: Web (itch.io)

Game Title

Rogue Dungeon

Elevator Pitch

A pixel-art dungeon RPG where every step forward has a price. Explore a dungeon, fight turn-based battles, and drink from magical fountains that make you stronger — but always take something in return.

Theme: The Cost of Progress

Progress is never free. Fountains grant new abilities and stat boosts, but medium and major rewards always come with a curse (less HP, AP, damage, or speed). The player chooses how much they are willing to pay to keep going deeper. Leaving a dungeon floor resets the map, but your bargains stay with you for the run.

Core Loop

- Start at Home — pick Knight or Mage
- Explore — move on a grid, talk to NPCs, open chests, use doors.
- Fight — step on encounter tiles; turn-based combat with AP and abilities.
- Pay the cost — use fountains: minor boons are safe; bigger rewards need a curse.
- Go deeper — clear fights, push into the next level, repeat.

Gameplay

- Exploration
 - Click or WASD to move. Press E to interact when facing an NPC, chest, door, lever, or fountain.
- Combat
 - Initiative order, 4 action points per turn. Use Move, Strike, and class abilities. Statuses like Bleed, Poison, and Daze change tempo. Win to reopen doors and continue.

- Fountains (theme hook)
 - Minor: unlock an ability or small stat — no curse. Medium: big stat boost + random curse. Major: ability unlock + stat + curse. Player picks their price for power.

Classes

- **Knight:** Shield control and finishers. Bonus damage vs Dazed enemies.
- **Mage:** Fire, ice, and lightning spells. Fireball, Frost Snap, Spark Lunge.

Enemies

Rats, bats, spiders, ghosts, and heavier elites. Each teaches one rule (swarm damage, dodge, poison, etc.). Encounters spawn from room triggers.

Art & Audio

Original pixel art and handmade tile maps. Retro UI. Music and SFX authored for the project.

Scope (Jam Prototype)

- Playable web build on itch.io.
- Home hub + at least one dungeon floor.
- Three classes, turn-based combat, fountain progression with curses.
- Chests, doors, levers, NPC dialogue.

Controls

WASD / click to move · E interact · Combat: click targets and ability buttons · End Turn

Win Condition (Demo)

Survive encounters, accept fountain bargains, and reach deeper dungeon areas. Death ends the run.