




D-Day Dungeon

D-Day Dungeon is a WW2 FPS with a fantasy setting twist where you kill goblins and skeletons in other world dungeons using variations of iconic WW2 weaponry. Gain abilities to enhance your 1940's weaponry with different types of magic, delve deeper into the secrets of a fantasy land outside of time, survive the horrors of Andevelt - the other world - and stop the Nazi's from discovering earth shattering powers to win them the war.

<p>FPS</p>	 STEAM®	<p>Singleplayer Co-op Multiplayer</p>		 Controller Supported
<p>GENRE</p>	<p>PLATFORM</p>	<p>GAMEMODES</p>	<p>ENGINE</p>	<p>CONTROL</p>

OVERVIEW

In an alternate 1944, through their occult research the Nazis discover the other dimension world they call Andevelt. To access portals to Andevelt the Nazi's ordered a march across Europe to secure key cross-over points outside their borders because in Andevelt, Germany is mostly underwater save for a single mountain rising from the centre of an inland sea.

Andevelt is a fantasy world filled with mythological creatures, magic, and untold power for those with the modern technology to harness it, which the Nazis seek with unnatural fervour. This power could change the war in their favour, a power which can bring the dead back to life in forms more powerful than any human could attain.

As a Canadian soldier from the Queen's Own Rifles, step through the portal to Andevelt where you will combine Earth weapons and Andevelt magic to defeat the Nazis - and their monstrous minions - no matter which dimension they occupy.



PILLARS

Hit hard, fall fast. You feel really strong until that one ankle biter kills ya. Players take on thousands of enemies with relative ease, but even the weakest foe can be lethal.

History meets fantasy. Whimsical gameplay in a serious setting. Historical people, places and events juxtaposed with fantasy settings and unusual adventures.

Fresh, simple, quality. Simple mechanics executed to the highest quality. Packaged in new and unexpected ways, simple done well feels fresh, timeless.

CORE MECHANICS

FPS Run and Gun

- ★ Typical FPS combat mechanics, polished to the highest degree.
- ☆ Jumping feels proper and purposeful with some air movement. No vaulting.
- ★ Aim down sights increases accuracy and activates scopes. Reduce recoil.
- ☆ Designed for both fast paced forward combat as well as defensive, back-up combat.
- ★ Armour reduces bullet damage, doesn't negate it.
- ☆ Simple pickup system for weapons, ammo, armour, health and level entities like keys.

Weapons

Every weapon, every projectile has a purpose. No one weapon is ultimate. Ammo is scarce, forcing players to choose their current weapon wisely.

Weapon	Nickname	Designation	Range	Effective vs.	Trait
Pistol	BAP	<i>Browning High Power G35 - Canadian Inglis-made Pistol No 2 Mk 1</i>	Short	Light	Fast Reload
Rifle	Garand	<i>M1 Garand Rifle</i>	Medium	Moderate	Piercing
Sniper	Smelly	<i>SMLE Mk. III - Lee Enfield, Long Branch</i>	Long	None	High Accuracy
SMG	Sweeper	<i>M1928A1 - Thompson, Tommy Gun</i>	Medium	Light	Spray and Pray
Shotgun	Trench Gun	<i>Winchester model 12</i>	Short	Heavy	Knockback
LMG	The Bren	<i>Bren Gun, Mk. 2, Inglis-made</i>	Long	Medium	Damage Hose
MG	Ma Deuce	<i>M2HB - Browning .50 cal machine gun</i>	Medium	Heavy	Armour Melter
Grenade 1	Mills Bomb	<i>No. 36 M MK. I, Mesopotamia coated</i>	Medium	Medium	AoE
Grenade 2	Sticky	<i>S. T. Grenade, Anti-tank no. 74, Sticky</i>	Medium	Heavy	Sticky
Knife	Commando	<i>Fairbairn-Sykes fighting knife</i>	Melee	Light	Bleed
Sword	Long Sword	<i>German Longsword</i>	Melee	Medium	Block / Cleave

Magic

Used mostly to augment the player arsenal, magic has two functions; conjuring an element to manifest as a weapon from the player's hand, and imbuing power into the currently held weapon to increase a weapon's damage, armour penetration and/or add additional effects.

Magic	Conjure	Range	Effect	Imbue	1st Effect	2nd Effect
Fire	Flame spray	Short	Burn	Molten	Burn	Pierce
Ice	Frozen winds	Medium	Freeze	Chill	Slow	Spread
Lightning	Energy Bolt	Long	Pierce	Arc	Chain	Slow
Thunder	Sonic Boom	AoE	Stun	Boom Pop	Weaken	Stun
Smoke	Smoke Screen	Medium	Obfuscate	Brain Haze	Blind	Frenzy
Air	Whirlwind	Short	Knockback	Blast Back	Punch	Homing
Life	Heal self	Self	Heal	Weed Growth	Root	Drain
Death	Poison Gas	AoE	Poison	Toxic Breath	Poison	Transfer

Effects

Quick description of effects and how they modify gameplay / what they will achieve for the player.

Effect	Description
Burn	DoT burn, works on enemies and some objects, eventually goes out
Freeze	Completely freezes, stops, and weakens enemies, also solidifies water
Pierce	Ignores armour, damages enemies HP directly
Stun	Temporarily stops and makes enemy drop weapon
Obfuscate	Block from sight with a smoke screen
Knockback	Knocks back, amount varies on target size
Heal	Heals the player immediately
Poison	DoT poison, never goes out unless rinsed away
Slow	Reduces enemy speed by set amounts, bigger the enemy the slower the slowdown
Chain	Spreads to nearby enemies, dealing reduced damage
Weaken	Reduces enemy resistance to damage
Blind	Enemies cannot see temporarily
Root	Locks enemy in place for short amount of time
Spread	Spreads over the ground/wall where it was hit
Homing	Slight homing on nearby targets
Drain	Takes some health from target and gives to player
Transfer	On touch with another target, transfers poison to them unless they have poison

Game Modes:

Co-op Endless

Think CoD Zombies, except with lots of fantasy creatures, semi-procedural levels, modular elements, and actual meta objectives to unlock more content. Maybe more Vampire Survivors, but there are goals in the endless mode, not just survive until you die, though that is how it always ends cause that's kinda fun.

Campaign

Become the legend from Toronto's Queen's Own Rifles from the 8th Canadian Infantry Brigade of the 3rd Canadian Division as they fight their way through nazi occupied france starting from NAN WHITE sector of Juno Beach. Liberate the French towns along the coast, until discovering a hidden nazi lab inside a nearly-destroyed vineyard, falling unconscious and waking up somewhere... different. A dungeon of unknown build, vaguely European but of what era is unknown... then the monsters show their faces, and the game truly begins.

LDD - Level 0

D-Day, Operation OVERLORD - Juno Beach, NAN WHITE, QoR

Player Weapons	Enemies
BAP, Smelly, Sweeper, Mills Bomb,	Nazi Rifle, SMG, MG, Sniper
Player Magic	Boss
N/A	N/A

Level Intention

- ☆ Give players an interesting historical setting to familiarise FPS controls
- ★ Set the stakes, show both how strong and fragile the player is
- ☆ Learn the fundamental checkpoint / respawn system
- ★ Drive the narrative leading to Andevelt

Time of Day	Mission Archetype	World Setting
8AM - 4PM / Night	Reach the Objective	Earth, France, Normandy, 1944
Weather	Mission Length	Level Type
Overcast, dry	20-30 minutes	Open funnel / Branching paths / Narrows

Primary Objective

- ★ Clear nazi occupying Bernieres-sur Mer and reach canadian D-Day objective

Secondary Objectives

- ☆ Clear nazi encampments around the vineyard

- ★ Investigate the hidden nazi laboratory

Hazards/Obstacles

- ☆ MG Nests, Mortar fire, Mines

Key Beats	Setting	Objective
1. Landing at Juno Beach, Nan White off the coast of Bernieres-Sur Mer	Juno Beach, Shore	Pillbox 1-3
2. Survive MG emplacements, help clear pill box	Bernieres house	Clear house
3. Retake Bernieres, rally at train station	train station	Capture station
4. Travel through the center of town - BRANCH a. Weapons depot / apartments b. Mansion / shops	Depot / apartments Mansion / shops	Reach town centre
5. Clear mortars and MG bunkers / tunnels	Main street	Eliminate Mortars
6. Clear shops/houses then run from nazi rally	Shops / houses	Clear / escape
7. Get high-vantage over the street up to church	Apartments / street	Get height / shoot down
8. Clear sniper from the church	Notre Dame BSM	capture church
9. Push through Bernieres, holding the southern edge of town	Back alley	Move to town's edge
SCENE TRANSITION - QUICK BLACK FADE IN/OUT		
10. Cut to evening, pushing through the fields south of Bernieres in farmland fields near anguerny	Farmers fields near Anguerny	Avoid hazards / gunfire
11. Avoid mortar and MG fire, sticking to ditches and valleys	Ditches, water runoffs	Reach target
12. Take out two nazi trenched encampments leading to a damaged vineyard	Trench thicket / hilltop dugout	Eliminate targets
13. Discover significant nazi presence, fight through the vineyard into the cellar	Vineyard fields, farm, winery, cellar	Survive waves
14. Discover hidden nazi lab, where the player is wounded and knocked unconscious	Hidden nazi lab (wine barrel)	Enter Volume, Cue Cine
SCENE TRANSITION - QUICK BLACK FADE IN/OUT		
15. Unknowingly, the player is teleported to another world	Experiment room	