



Infected Depths

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Game Summary:

Retro-esc “dungeon crawler” 2D shooter with rogue-like and survival aspects, focused around a private military company sending mercenaries to clear an ancient cave system of significant scientific interest that is infested with unknown biological lifeforms.

Design Pillars:

Fast and action-packed, balancing survival with taking risks and a sense of stress/unease while still remaining fun.

Features and Mechanics:

Core Features:

- Procedural generated “dungeon” levels with a surface operations base to allow for customisation, rest, gear upgrades and leveling up.
- Enemies with a randomly generated mix of predetermined abilities, strength and appearance (Capped limits dependent on progress through “levels” in order to provide a difficulty curve).
- Permadeath System If the player dies, the game save is deleted.
- D&D-inspired Skills: Players have skills inspired by the likes of Dungeons & Dragons that determine their strengths, weaknesses and usable weapons for example.
- Special gear slots: As the player progresses through levels, the option will be to either have fewer slots of higher level special gear or more slots of lower level special gear. Special gear will give advantages in certain scenarios but will come with debuffs which directly apply modifiers to base skills.



- Resource Management: Stamina, hunger & hydration, tiredness and limb health. Players must manage stamina and health throughout their dungeon crawl. Essential resources like meds, food & water and ammo need to be managed.
- Combat effectiveness determined by Damage & fatigue: Combat influenced by a range of probability factors. Players could take more damage if already damaged in certain areas (legs - slower movement, higher hit probability) or fatigue.
- Limb based Damage: probability of damage to a location based on body proportions with potential for critical hits (i.e arterial bleeds).
- Bleed Out Mechanic Players can bleed out if wounded.

Later in development:

- Multiplayer Mode: Option for multiple players to join and play together.

Interface:

Input methods:

- Keyboard and mouse (Defaults):
 - ◆ WASD: Movement.
 - ◆ Shift: Sprint.
 - ◆ C: Toggle crouch.
 - ◆ LMB: Fire weapon.
 - ◆ RMB: ADS (Increases accuracy, reduced movement speed).
- Controller.

Art Style:

Retro inspired visuals, details to follow with time.

Sizing reference:	Asset types:
	<ul style="list-style-type: none"> → Base player model. → Medium enemies.
	<ul style="list-style-type: none"> → Carbines, Pistols, SMGs, Chainsaw/short bladed melee weapons.

(More will be added as tilemapping/more placeholder assets are created).

Music/Sound:

“Keep it stupid simple”

Focus will be on making the soundtrack/SFX retro sounding, use of 8 bit sounds reminiscent of games from the 80/90s.

Development Roadmap / Launch Criteria:

Platform: Steam - Linux/Windows. **Audience:** All ages.

