

Game design observation for Darkest Dungeon

Darkest Dungeon is a rouge-lite turn-based role playing dungeon crawler.

Team building

- 17 classes to choose from

- 7 combat abilities and 7 camping skills but only 4 can be active from each

- many different trinkets, only 2 trinkets per class

Rouge-lite

- random encounters in rooms

- different quirks for classes

- random trinkets/items from successful encounters

Crawler / RPG

- forking dungeons

- allows naming the characters

Darkest Dungeon provides an addictive gameplay loop of managing your heroes stress, health, and abilities while exploring different dungeons. Just like in Slay the Spire, you can achieve synergies with your party's skills and build different team compositions. Difficulty increases with the levels of your characters, and only with the highest-level characters can you tackle the enemies and final boss in the "darkest dungeon" (last dungeon). After 100 hours of playing and a few finished runs, I can attest to the ramping difficulty and the great sadness of losing your characters. But even after finishing the game a few times already, I am still drawn to it, like a moth to light. Maybe the great modding community contributes to it because the game is easily modable.