

The Labyrinth of Ironroot

(Late submission)

By: Mykaela Anne

5/2/25

GAM310

Story & Setting

Dwarf Adventur, the overall story is light-hearted but filled with fast-paced underground chaos. You play as the overseer of a dwarven mining operation, responsible for managing digging, collecting gold, and surviving sudden disasters. The world beneath the surface is wild and unpredictable, filled with lava, monsters, and uncharted secrets.

The player essentially takes on the role of a Dwarven overseer—not a single character, but more like a commander or guardian of the mining operation and continuing the legacy of dwarven expansion underground.

The level *The Labyrinth of Ironroot* takes place about two-thirds through a custom story campaign, when the player has already gained some experience with game mechanics and tools. At this point in the story, the dwarves have heard rumors of Ironroot—a once-thriving dwarven mine that mysteriously went dark. After surviving earlier levels focused on expansion and survival, players now step into a dungeon that's more maze than mine, and far more dangerous than anything they've seen.

The goal is to survive the maze, defeat the enemies along the way, and reach the exit at Deepgate. But it's not that simple. Along the way, players must collect two runic keys hidden deep in the labyrinth and battle through mini-bosses and environmental hazards. This isn't just about riches—it's about proving the dwarves can conquer even their darkest history. The Burrow Tyrant, lurking in the shadows, was drawn to the sound of mining and left unchecked for too long. Your presence has awakened it again.

Gameplay and Design

The main win condition is reaching the Deepgate Exit with both keys while surviving all the environmental threats and enemies along the way. Players must carefully manage where they end up in, when to defend, and how to deal with emergencies like lava flows and floods.

The map is large compared to earlier levels—probably taking an average player 25–30 minutes to complete if they follow the critical path. However, it's loaded with alternate tunnels, hidden chambers, and secret vaults that players can choose to uncover for extra rewards.

The Labyrinth of Ironroot

(Late submission)

By: Mykaela Anne

5/2/25

GAM310

Visuals, Style & Atmosphere



The map is memorable because it mixes maze-like tension with epic reward, and every section has a story. It's not just another dig—it's a rediscovery of lost dwarven glory. While using the standard game assets, some custom tiles and enemy behavior would be helpful—especially for the Burrow Tyrant and rune-based gates.