

GRAVE FLOOR

Design Deck

A Building That Resets

THE CORE IDEA

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That's the in-world logic for why a roguelite structure exists at all. People keep going back because the building keeps letting them.

Safe Enough To Farm Dangerously

WHY IT WORKS

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THREE THINGS THIS UNLOCKS

It justifies the roguelite loop in fiction. The reset isn't just a game mechanic, it's what the building literally does. Story and structure agree instead of fighting.

It makes failure productive. A failed run still sends you home with your materials, so a bad run is never a total loss. That keeps the pressure on climbing rather than on fear of dying.

It frames the real tension. The danger was never death. It's how far you can push upward before something forces the reset on you.

Climb As High As You Can

THE CORE LOOP

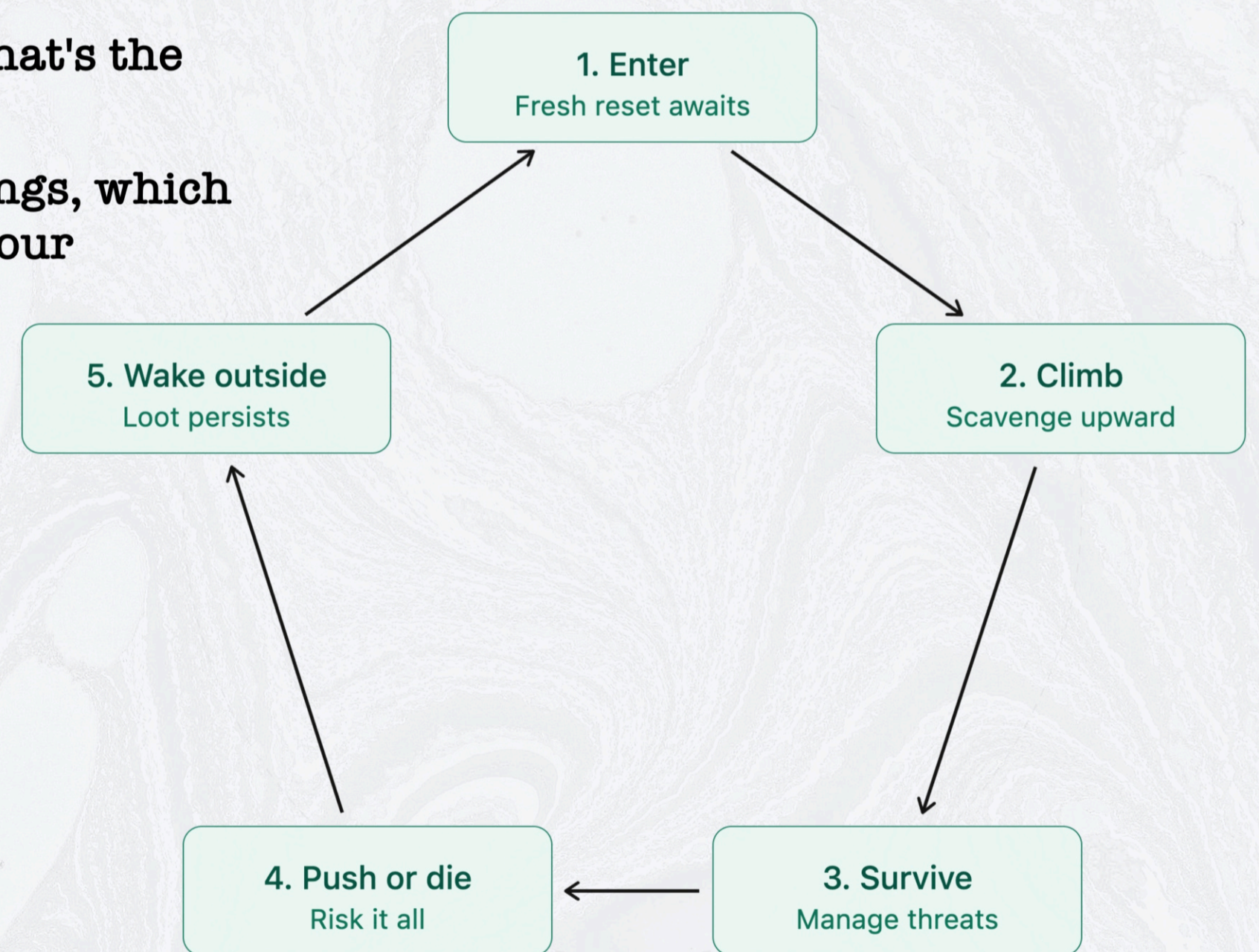
THE CORE LOOP

The goal of a run is height. You enter at the bottom and climb, and the building changes as you go up: it might start as an office, then shift into apartment complexes, each with very different layouts. The higher you get, the farther you've pushed, the more you level up and the better the rewards. But you don't keep most of what you carry between runs.

WHAT PERSISTS VS WHAT RESETS

Most things reset: ammo, health items, refresh each run. That's the roguelite spine.

Some things stay: specific items persist and unlock new things, which canonically fits the rule that you wake up outside holding your materials.



Getting Infected

THE INFECTION CLOCK

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If you get infected by a zombie inside the building its a small chance but possible it doesn't kill you outright. It starts a timer. From the moment you're infected, you're on a countdown, and when it hits zero you die and reset, waking up outside with whatever you've gathered. So infection turns a careful climb into a race: you can keep pushing higher, but now the clock is deciding how much time you have to do it.

THE DECISION IT CREATES

Infected:

do you gamble the remaining time on going faster and less safe to get more items and farther, or not?

Emilia Ritz

THE PROTAGONIST

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Purple-haired and deliberate, Emilia is the single body you carry through every run, into the resetting building and back out into the world that wants her dead. She's the player's one tool and one point of vulnerability, the constant across every climb.

PULL-QUOTE

One character, every run. The building keeps resetting around her, but she's the thing that carries forward.



Built In Swappable Layers

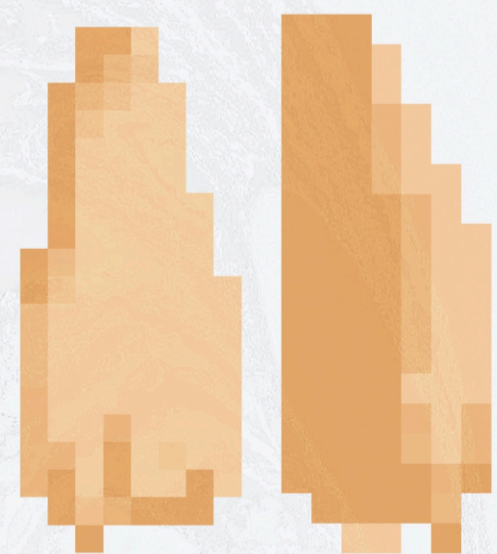
CHARACTER SYSTEM

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Emilia (PROTAG1) is built as a custom composite object, assembled from six separate sprite parts rather than one fixed sprite: left arm, right arm, legs, torso, head, and gun. Each part animates independently. The legs carry Idle, Walk, and Crouch; the head carries Idle, Walk, Walk-Up, and Walk-Down, where Up and Down shift her eyes and expression to glance up or down while she stays in the same top-down view; the gun has its own Gun-Start and Gun-Shoot states. Because she's layered this way, any single part can be swapped, re-skinned, or re-animated without touching the others.

WHY IT MATTERS

Splitting her into independent parts from the start means the unlock system has somewhere to put its rewards. A new costume is a swapped torso or head; visible gear is a swapped part; a different weapon is a swapped gun sprite with its own shoot animation. New looks sit on top of an architecture that already supports them, so the game can grow without rebuilding the character. The same approach is used for enemies (the `Zombie_V1` object is built from its own five parts), so the layered system is consistent across the project.



The Enemy That Pins You Down

THE GRABBER

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Most threats in the building are ordinary zombies, and like Resident Evil there tend to be a lot of them. The standout is the Grabber (working name): a pink or off-colored zombie whose entire purpose is to grab you and slow you down. When it has you, you shake your mouse to break free.

WHY IT EXISTS

Aiming in Grave Floor is loose and movement-based, done by moving your hand around rather than precise clicking. The Grabber exploits that. It holds you in place so the other zombies can close the distance on you while you're stuck. It deals little on its own, but it's the enemy that makes every other enemy dangerous, so you're forced to deal with it first.



OG - Zombie 1 Non-Grabber Variant

Slow Survival

PACING & FEEL

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Grave Floor plays at Resident Evil tempo. There's a lot to scavenge but the pace is deliberate, not fast. You're surviving a zombie invasion, not mowing through it, and the point is never to kill everything. Often there are simply too many enemies to fight, which pushes you toward avoiding, managing, and conserving instead of clearing rooms.

Wrapped around that slow survival is the roguelite drive: you're still climbing, still leveling, still trying to get farther than last time. Survival-horror moment to moment, roguelite over the long run.

She May Have Built It

ONE POSSIBLE DIRECTION

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One direction the lore could take: Emilia built the building herself. Not as a weapon, but as the reset, a place designed so that dying inside sends you home instead of ending you. Why it resets is officially a gameplay reason, but the story could lean into the idea that she made it that way on purpose, as a refuge in a world where death is otherwise permanent.

WHY THIS FITS

It turns the central mechanic into the story. The reset stops being just a system and becomes the thing Emilia made the building to do. This is one possible direction rather than a fixed reveal, and the structure leaves room for it.

This One Is Playable

PLAY THE DEMO

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Grave Floor isn't only on paper. The character controller demo is live and playable in the browser, with movement, mouse aiming, and the layered character system all working as a more visible example of what I planned.

LINK

Play the demo on this website at: emrahh.com/playable

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