SUPER DUNGEON DESIGNER
Press Kit

FACT SHEET

Game Name: Super Dungeon Designer
Developer: Squish Studios
Release Date: Summer 2023
Platforms: Steam PC/Mac, Nintendo Switch
Price: TBD
Social Media: Facebook, Twitter, Instagram, Youtube, Twitch, Discord
Website: https://squishstudios.net/games/super-dungeon-designer/
Email: contact@squishstudios.net

DESCRIPTION

Build your own action-adventure dungeons and share them with others!
In Super Dungeon Designer you can build your dungeons however you want. Fill them with traps and treasures, challenging enemy encounters, or tricky puzzles! Upload your dungeons online and download the creations of other dungeon designers! Inspired by games like Mario Maker and Legend of Zelda, Super Dungeon Designer gives you the tools to create the action-adventure dungeons you've always dreamed of!

Trigger events in your dungeons using our intuitive point and click linking system! Want a door to open when an enemy is defeated? Want a treasure chest to appear when you move certain blocks? How about a room full of spikes that pop up and down on repeat? In Link Mode simply click on an object, then click on the thing you want it to trigger and you're all set! Group objects together to trigger all of those objects at once with a single link! With the linking system - no two dungeons will be the same!

But not all dungeons can be snuffed out alone! Journey together with up to four players in local co-op - and online via Steam Remote Play Together! Design dungeons with multiplayer in mind to create fun and unique experiences for your players.

Adventure and fame await when Super Dungeon Designer launches next year!

FEATURES

- Add and resize rooms
- 135+ Tiles/Objects/Enemies/Items to use
- Linking System to trigger events
- 4 player local co-op
- Boss Battles
- Dungeon Sets/World Map
- Multiple Themes
- Online upload/download

ABOUT SQUISH STUDIOS

We are a small studio with big dreams! Squish Studios was founded in 2014 as an indie game studio with the goal of creating a player experience that is family friendly with a focus on making games that are fun and unique! We pour our passion into our projects and work hard to make sure our games reach a quality level we're proud of.

We have released two titles - "Memory Match and Catch!" and "Dragon Drop". Our third and most ambitious title yet - "Super Dungeon Designer" is currently in development!

CREDITS

James Richards
Studio Head, Game Designer

Matt Ferrier
Creative Director, Lead Artist

Thomas McGrath
Lead Programmer

Shawn McFadden
Marketing, Web Designer

Kelly McCardell
Artist

Benny Wollin
Lead Composer