A Gentleman's Clocktower

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High Concept

You, as Bentley Pumpernickel, versus the dreaded clocktower. Use your pistol and gentleman's cane to defeat enemies and trap them in gentlemanly briefcases. Stack these briefcases on top of each other to continue your climb to the top to uncover the secret of the clock tower.

Features

- Whack enemies with your cane, which is a fast close range AOE on one side of the character
- Shoot enemies with your pistol, which has 50 shots that regenerate over the course of the level
- Destroy all enemies in view with bombs, which regenerates over time.
- Gather armor and weapons by defeating common enemies and floor minibosses; armor and weapons are randomized drops with more powerful items appearing more often in later levels
- Pile up the gentlemanly briefcases of defeated enemies to reach the goal
- Enemies fly, jump, or run towards the player, spawning all around them constantly. The player must manage their tools in order to survive the horde.
- Minibosses and a final boss. Fight mini bosses for the chance at super rare loot and beat the final boss to finish the game.
- Compressors at each side of the level that close in and gradually despawn gentlemanly briefcases as time progresses. When the end of the level is reached they will close fully and a boss battle will ensue on the resulting floor.
- The game gets more difficult over time with more enemies and more powerful enemies spawning in.

Player Motivation

The player wants to beat their old score in this fast pace rogue lite and make it to the final boss at the top of the tower. Mini Bosses and large hordes of enemies stand in their way as the timer counts down to the end.

Genre

Steampunk Rogue Lite with fast combat and quick levels.

Target Customer

Modern Gamers who enjoy a challenge and the sense of accomplishment from a hard fought victory. Other games that these players might have enjoyed would be Binding of Isaac, Nuclear Throne, or Risk of Rain.

Competition

Binding of Isaac, Nuclear Throne, Risk of Rain, and other Rogue Lites likes. We are different because the player is able to shape the level by killing enemies.

Unique Selling Points

Building the level through strategic killing of enemies. Enemy bodies do not despawn and instead become part of the scene where they fell.

Target Hardware

Embedded web game that can be played on a dedicated website.

Design Goals

Fast: Quick Levels, Fast Combat, and a Small Health Bar. The Game is designed to keep play sessions short and the action continuous. Enemies are constantly pouring into the level while the timer ticks down and the industrial clocktower tries to kill you itself.

Hard, but Fair: Game play should be difficult to overcome but the rules the player has to follow will be the same as the enemies. The player must be smart at deciding when to use a powerful weapon or screen clearing bombs.