A Gentleman's Clocktower:

A Most Gentlemanly Rogue Lite

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Executive Summary
- A fast pace rogue lite where you must fight ever more difficult waves of enemies as you fight your way to the top of the Clocktower.
- Use your two main weapons, cane and gentlemanly pistol, to put your opponents in gentlemanly briefcases to climb up the tower.
- Fight mini-bosses and rare enemies to get new more powerful suits and weapons.
- Survive to the top of the tower to learn the truth and face your ultimate opponent.

Game Overview

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.

Genre
Our genre is rogue lite. Rogue lite games are typically a two dimensional side scroller or vertical scroller. Our rogue lite game is a platformer where the main objective is to obtain distance from the starting point with a vertical respect. Roguelike requires a few key aspects, including but not limited to: turn-based action, RNG maps, permadeath, resource management, exploration, and various other elements. Rogue lite does not have to include all of those elements, yet the art design and complexity will remain constant per genre.
A Gentleman's Clockwork is a 2D side view, action packed, time complex, and strategic game where the object is to reach the top of the clock tower.

Hooks
- Stacking enemies allows for a more dynamic strategy as compared to similarly styled roguelike games.
- 2D platformer with an emphasis on vertical movement rather than horizontal movement.

Gameplay Highlights
Fast paced action keeps the player constantly engaged. One wrong move and it could be game over.

As the player progresses through the game, the game gets more difficult. The longer the player is in the game, the game gets more difficult. There is a fine balance between rushing through the game and taking time to strategically plan your moves out.

Designated checkpoints allows the player to know their progression and progression changes the dynamics of the game play. Dying is not the end with the ability to carry over items between games.

Technology Highlights

As enemies are eliminated from the game, they are turned into a block and will fall straight down to the bottom of the map to become part of the stack below them. This will give players a sense of achievement as they can see all of the opponents they have beaten still on the level.

Game difficulty in relation to the linear time progression of gameplay.

Game complexity in direct relation to game completion.

Art Highlights:

Character sprites will be made with physical features exaggerated or distinguished so that they may be easily seen from a distance. Background and foreground elements, as well as enemy characters will be will be in darker colors, emphasising steampunk theme with visual motifs like moving gears, mechanical contraptions, and steam.

The protagonist, Bentley Pumpernickel, will be made to appear refined and classy to contrast him from the chaos and untidiness of the scenery. It also helps the player in distinguishing him from the enemies and other visual elements which will be especially helpful when large amounts of enemies are present on the field.

Audio Highlights:

Original soundtrack integrated with game action.

Audio queues to tell the player if the crusher at the bottom will begin to move, if a boss is about to appear, or they picked up an item.

Foley sounds such as a gunshot, wack of the cane, jump, enemy landing on the ground, enemy attack, etc.

Sounds during speech to signify who is speaking at what time.

Hardware

The target platform for this game is computer based and on a website for easy distribution.

Production Details

Current Status

Pre Production; mechanical design, character design, and audio design are in production.

Development Team

Angelo Mendoza- Graphics Engineer
Shane Lopez- Audio Engineer
Brittany Dibble- Game Physics Programming Engineer
Benjamin Siegel- Game Mechanics Programming Engineer

Schedule

- Playable Minimal Viable Product by October 21st, 2016
- Finish Single Level Alpha by November 11th, 2016
- Finish Beta by Project Due Date

Competition

Risk of Rain, The Binding of Isaac, Nuclear Throne, and Crypt of the Necrodancer, and other Rogue Lites are all competitors.

Game World

The game takes place in a massive steam punk clock tower. Spinning gears and other industrial moving parts will make up much of the background and traps within the game. Enemies will use steampunk gadgets and machines to fight the player. The enemies are steampunk ruffians and thugs.

Backstory

Mysterious happenings have been going on across the city and Bentley Pumpernickel is on the case! A series of clues has led our hero to the dreaded Clocktower where he becomes trapped in it's diabolical machinery. He must now fight his way to the top and learn the truth of what is even happening.

Objective

The player's objective is to fight though the Clocktower and make it to the top. They need to be swift so they have time to fight up the tower and find the last of the clues that they need.

Character

Bentley Pumpernickel - A world class detective. A true gentleman on a mission to solve a mystery so mysterious that the mystery itself is shrouded in mystery.
Clock Tower Ruffians - Disgruntled urchins of lower society working for an unknown leader. Bentley must imprison these thugs into gentlemanly briefcases and stack them to make his way to the top.

Mission or Story Progression
The story starts with Bentley Pumpernickel entering the clock tower and being locked in. The tutorial level starts with a timer and a small obstacle course that needs to be navigated while fighting low level enemies. After this Bentley Pumpernickel enters the Clock Tower for real and must climb up. Checkpoints are reached with minibosses and the very top of the tower has the final boss. Each mini boss will drop a clue hinting at what the final boss is.