The game will be set in a castle, where the player will be set captive on top of the highest tower of said castle, the objective of the game is for the player to escape by descending to the very bottom of the tower, where the player will find each floor locked and must find all keys to open the exit door, while they try to do this, an enemy will follow the player, a game over will be reached were the enemy to touch the player. The game will be divided in sections, each section will contain a different number of rooms, and the final room will be a race against the enemy where at the end the player would move on to the next section, up until the final section, where a mage would be controlling different enemies, the player would then have to collect three sets of keys, each keyset would open a lock, when all three are opened, the ending would be reached.

Each screen will be divided into tiles, each tile would be represented as a vertex in the logic behind, where they could contain a key, an enemy, or the player, each movement would be represented as the player object moving to the pertinent adjacent vertex, while also moving the graphic representation one tile to the indicated direction, where collision will be dictated by the existence of a connection in the given direction.

The enemies will path-find to the position of the player by finding the shortest path towards the player, in later levels, there may be hazards on the floor that affect the movement speed of anything that moves through it, the enemies must avoid them whenever possible. Apart from the conditions mentioned before, the enemy must also become the stop condition may it ever touch the player, touching defined as being in the same tile at the same time. The movement speed of the enemies is to be determined by both the room and the section they are in, the speed gets faster the further along the player is in the game, except for the last rooms in each section, where the speed of the enemy increases constantly.