# Prototype Design Doc: “TowerTower”

## 1. Overview

\*\*Title:\*\* TowerTower

\*\*Genre & Loop:\*\* Arcade game, build tower, shoot enemies.

\*\*Pitch:\*\* How tall can your tower be when you nonstop attacked by enemies?

## 2. Objectives

- \*\*Validate:\*\* Mobile?

- \*\*Must-Have:\*\*

- Tilt controls

- Procedural tunnel with spikes

- Distance counter

- \*\*Nice-to-Have:\*\* Trail particle, simple background music

## 3. Core Mechanics

- \*\*Controls:\*\* Tilt device left/right → sphere moves laterally.

- \*\*Rules:\*\*

- Hitting a spike ends run.

- Distance (in meters) increments every second.

## 4. Flow & UI

- \*\*Flow:\*\*

1. Splash

2. Tap to Start

3. Playing

4. Game Over (show distance + “Tap to Retry”)

- \*\*HUD:\*\*

- Top-center: distance counter (e.g. “250 m”)

## 5. Art & Audio

- \*\*Style:\*\*

- Sphere: flat color circle

- Tunnel walls: simple gradient

- \*\*Audio:\*\*

- Bounce SFX

- Spike hit SFX

- Chill loop (optional)

## 6. Tech Notes

- Unity built-in physics for gravity & collision.

- Object pool 20 spikes in ring formation.

## 7. Schedule

- \*\*Day 1:\*\* Tilt input + sphere physics

- \*\*Day 2:\*\* Tunnel generation + spikes

- \*\*Day 3:\*\* Distance scoring + Game Over screen

- \*\*Day 4:\*\* Polish + fix tilting sensitivity

## 8. Out of Scope

- Power-ups, UI menus beyond Retry, high-score leaderboard