Game Treatment for *The Spire of Trials*

Razor Statement

A fast-paced first-person dungeon crawler where players master **dodging, attacking, and magic** to survive relentless waves of enemies in a **mysterious, ever-changing Spire** filled with fallen warriors.

Summary

The Spire of Trials is a **one-room dungeon crawler** where players face intense, wave-based combat using precise dodging, strategic attacks, and magic. As they ascend, they uncover the tragic history of the Spire's challengers and the powerful entity known as **The Collector**. The game features **high-speed decision-making**, **randomized encounters**, and **a dynamic soundtrack that intensifies as time runs out**. With each run, players edge closer to mastering the Spire—or becoming one of its lost souls.

Core Mechanics

- **Dodge Slider** – Players reposition using a **slider-based dodging system**, choosing to move left, right, or center to evade enemy attacks.
- **Stance-Based Combat** – Enemies adopt different stances, requiring **quick reflexes** to counter them with the correct attack or spell.
- **Wave-Based Encounters** – Survive against increasing waves of enemies, with difficulty scaling as players ascend the Spire.
- **Mini-Boss Decision System** – Players can **kill or save** mini-bosses by using specific actions, affecting the game's ending.
- **Time Pressure System** – Each floor is timed; if the player takes too long, the music speeds up, increasing tension.
- **Rest Rooms & Upgrades** – After every few floors, players reach a **Rest Room** where they can **spend earned gold** on upgrades for attack, dodge timing, or magic.

Gameplay Scenario

The player enters **Floor 15** of the Spire, the eerie Abyssal Gardens. The **glowing vines pulse** as the next wave of enemies spawns: a **Corrupted Guardian** and two **Feral Vines**.

The **Guardian enters a defensive stance**, signaling that a **magic attack** is needed. The player **charges a fire spell**, releasing it just before the Guardian swings its giant blade. The fireball **staggers** the Guardian, opening a window to attack.

The **Feral Vines slither toward the player**, preparing a ranged lunge attack. The player quickly **slides the Dodge Slider to the left**, avoiding the strike while immediately **counterattacking** with a sword swing. The vines **burst into flames**, defeated.

As the Guardian **roars and shifts stances**, the player notices the **timer turning red**—time is running low. The music shifts into a **fast-paced, intense track**, signaling urgency. The player quickly **dashes to the right**, dodging the Guardian's downward strike before finishing it with a well-timed sword combo.

With all enemies defeated, the **floor fades to black**, and the player automatically ascends to **Floor 16**.

Music

The soundtrack is a fusion of **chiptune dungeon synth** and **modern elements**, creating an **intense, immersive atmosphere**.

- **Always in Combat Mode** – Music is **constantly battle-driven**, adapting dynamically to **wave progression** and **time pressure**.
- **Timer-Based Intensification** – As the player nears **time-out**, the music speeds up, incorporating **rapid percussion and sharp synths** to heighten the tension.
- **Boss Themes** – Each mini-boss and the final boss has **unique, lore-driven themes** that evolve throughout the fight.

Reference Tracks for Inspiration:

1. *Kobold - The cave of the Lost Talismans*
2. *Pafund - Mysteries of an Ancient Church*
3. *Terraria Calamity - Scourge of the Universe*

Art Style

- **16-bit Pixel Art** – Inspired by *Daggerfall* and *Classic Doom*, creating a **retro yet modernized dungeon crawler feel**.
- **Dark Gothic Aesthetic** – Each dungeon has a distinct theme, using **lighting, glowing runes, and atmospheric effects** to enhance immersion.
- **Dynamic Animation & UI** – Smooth attack animations and **intuitive UI elements**, including a **glowing Dodge Slider** and clear combat indicators.