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High Concept

Boss Rush is a top down shoot em’ up medieval demon vs god like creature tower game similar to Binding of Isaac.

Competitive product

The competitive product to our game is:

The Binding of Isaac.

These games are alike because they are both top down fighting games in which the goal is to kill a boss at the end of every segment of the game, they also both have a diverse upgrade system throughout the expanse of the game so that your character evolves based on your choices and opinions in the game.

It is from Boss Rush because our game has a leveling system to upgrade your skills and stats whereas in The Binding of Isaac you upgrade your character solely by finding/earning items. Another difference is that The Binding of Isaac has maze like levels and many secret or unexplored areas, when Boss Rush is a series of circular rooms the only puzzle being the enemies at hand.

Category

Boss Rush caters primarily to young adults ages 18+ graphics are much like Diablo, animated realistic. You get kills that contains lots of gore and violent game animations. The rating is m for the violence and extensive gore throughout the game. Lucy four uses swords magic and shields to block and kill her enemies in the most gruesome way she can think of.

Genre: top down beat em up. Like binding of Isaac style

Target systems are PC, PS, and Xbox.

Game overview

Boss Rush at its core is a tower exploration adventure title in which the player guides a character known as Lucy four, a very powerful femme demon created purely to conquer.

The story begins in Teazarial (the demon), under the power of Hades, Lucy four was born specifically for the intention of climbing the Tower of Faith and fighting Zeus. (See initial backstory in ‘Game World’) In the beginning of the game, Lucy four is shown laying as a demon infant in a pool of lava, splashing around as a child would in a ‘kiddie’ pool. After this slightly humorous and disturbing scene plays out, battles are shown being fought between Hades, Zeus and miss E.V ill-whilst the story of Teazarial, Hecriomar(god realm), and Earth is unfolded via narration. Lucy four is shown growing up, fighting battles, performing too well in basic demon training (So she grows up separated from friends and personal relations), and eventually becoming an adult that is fully prepared to fight Zeus and his army, climbing the tower. As Lucy four progresses in her training to become the strongest demon, she also discovers the history behind this great battle she is to fight, such as the warring conflicts among the Demigods, Humans, Ollarians, and Demons that raged for a time longer than you or I could even fathom. As Lucy grew up she befriended a creature resembling a very minuscule bat just bigger than a dust mote. This creature is known as Advent (named by Hades when he bestowed upon the creature the honor of guiding Lucy in her adventure up the Tower of Faith.

As Lucy progresses up the first few levels of the tower, she begins to understand a feel for the basic level equipment she begins equipped with. These levels are basic for the player to begin to understand the control scheme, the life system, and other basic game mechanics. On certain levels, Lucy is encountered by previous bosses that she had encountered in slightly weaker forms, however, when the player completes these challenges they will be rewarded with a slightly longer life bar and/or a new upgrade for Lucy’s current weapon. Around halfway up the tower Lucy is encountered by the thoughts of Zeus poisoning her mind and causing her to slowly lose her mind and her grip on reality. The player should fell disoriented and unaware to what is coming next until they finally push through the 5-6 floors of mind attacks. In similar fashion to the multiple boss battle levels, the mind warp section will reward the player with a new weapon, the Dual Crossbow. The next 4-5 floors up the tower will be dedicated to introducing the aiming mechanic and as appropriately timed as possible, will fight a boss in which the bow is the only effective weapon to defeat it. The player will always be presented will side challenges periodically through the story as well, which result in them earing special abilities and powers that aren’t normally available through the standard storyline. These challenges include timed enemy battles, mazes, standard switch and door puzzles, items that need to be used in different areas (keys mainly), and the standard multi-boss room fights. As Lucy gets to the top 20 floors she begins to encounter ridiculously strong and difficult fights will Demigods and Angels that Zeus sent to stop her from making it to the top, these fights will have to be beat within a certain time limit and without any healing items between each one. However the game will quick save after each one to avoid angering the player a little too much. At the second to last floor, the player encounters Sir Lucas, the most powerful Angelic Mage in Zeus’s army. This enemy employs strategies that the earlier angels used but he also has a few unpredictable attack patterns that makes much more difficult to deal with. As this battle rages on, Lucy’s mind is again attacked by Zeus in an attempt to throw her off, this is similar to the earlier mental attacks but they just make it harder to see and avoid Sir Lucas’s attacks. After the epic battle ends, Lucy walks through a gate to the top of the tower to face Zeus. Zeus (as stated in the characters list) takes the form of a large brain inside of a glass and marble structure similar to the look of a soccer ball with some of the patches made of glass and others made of marble. Lucy has to evade waves upon waves of angels that fly down from the clouds that are even higher are even higher than the main ones around the top of the tower. After the player wards off a few angels, they have a chance to engage Zeus with the Dual Crossbow from a distance, which stuns him. Finally, the player can rush in and get out a few slashes of their sword before Zeus charges an energy blast that radiates from his structure to push the player back to where they were before in the battle. This back and forth battle ensues for four turns and then a cut scene shows a pair of muscle and flesh wings (see concept art on next page) stem from the brain, cracking the structure from within causing the huge brain to rise in the air and fly around, shooting mental projectiles at the player and attempting to confuse Lucy into falling off the edge by randomizing the controls momentarily when the player is hit by one. The player has to shoot Zeus down back onto the tower and engage shield of angels holding onto each other blocking Zeus, eventually opening a path and using combo attacks to inflict the most damage. After the third exchange of blows, Zeus hits the center of the tower floor, falling all the way down and causing it to tip over into the sea and collapse.

At this point the player is gifted the ability of flight from Hades after finally proving their worth as a demon and they are to chase Zeus down the tower and deliver finishing blows in an exciting combo-oriented, theatrical display of lights, explosions, energy beams ( the Soul Blade turns into ‘THE PURE’, a blade that resembles an extremely long katana adorned in negative energy that is as thin as a piece of hair but as sharp as any controlled, high frequency laser could possibly be), and gore.

Finally, after Lucy has defeated Zeus and escaped the tower, she returns back to Teazarial to earn the highest title a demon could earn, ‘God Hunter’. She is shown climbing into a bigger version of the pool of lava that she was seen swimming in as a child. As Hades and Miss E.V ill place a crown adorned in rubies (known in the game as ‘Blood Diamonds’) onto Lucy’s head, she slips deeper and deeper into the lava, finally being completely consumed by it. As she begins to rise up out of the lava (screen filled by a blood red gradient) the visuals the player once saw as a magma filled cavern with demons and other creatures begins to blur out of focus and the scene of a generic dark cavern with a huge hole in the ceiling allowing rays of light to shine through. The first person perspective of ‘Lucy’ looks down in a pool of water at herself, completely malnourished and nearly skeletal as it sinks into the water and eventually fades to black.

Lucy was the fourth child to a family in which her mother and father left her, and her other sisters out in the rain in a cardboard box in a back alley in Rome. Lucy tried to find enough food to feed her younger siblings but as she became more and more wild, living in the woods and feeding off of the animals within, she soon left them behind to secure her own survival. Lucy was adventuring in a forest valley when one wrong step sent her head first falling into a deep cavern. She bounced and smashed against all of the walls, finally landing on her back, smashing her head against the rock and knocking her out. This story is what she dreamed she saw in a coma as she slowly began dying.

Game World

In the beginning, there was nothing. No one knows how the world came to be, or why it started as a void. This was until a pair of bellowing roars echoed across the void. And thus Teazarial (demon realm), Hecriomar(god realm), and Earth(human realm) was born of raging firey demons, the great greek gods and a land for humans and demigods to share to gain power and talent to one day choose a side for the great battle. The howls of these two entities that both complemented and mirrored each other brought about the winds of changes, for better or worse.

The Hecriomar created a flourishing landscape from the elements - the Mainland Earth. They then blessed the lands with life; Humans and other intelligent organisms walked the earth. Concurrently, the Teazarail(demons/devils) also created their own lifeforms imagined from their twisted minds: The bloodthirsty Ollarian servants.

The warring conflicts among the Demigods, and Humans, Ollarians and Demons raged for a long time. The Hecriomar attempted to state their ambitions by expanding the lands, but the insatiable Demons and their Ollarian minions' bloodlust for anarchy and massacre foiled the plans for peace. The Demons were finally ousted and sealed by the other ancients, and the Demon Lord Hades was defeated by a Zeus who was bestowed the ancient powers, bringing the Demon invasion to a halt... for the time being.

Alas, the flames of war never die down forever. Corrupted deities among the Gods would once again spread the wildfires of war throughout the world. The war between the corrupt Demigods and the leader of the Gods, Hill, only aggravated the destruction wrought upon the ravaged mainland. The defeated Demigods fled toward the Demon territory of Teazarail, and the bodies of war casualties arose, resurrected by one of Hades followers. However, what is lost forever cannot be regained. What was retained in mind was not retained in physicality. The decomposing monstrosities, longer welcome by their former brethren, became the enduring but evil Undead, establishing themselves as an independent race, and entering the war arena that was the Earth Mainland. The Cylaphines( corrupted Ollarians) departed to avoid a re-enactment of the godly tragedy. They dispersed their powers across all life, in hopes that they would rule of the lands in their stead. The birth of numerous heroes of the various races did indeed bring hope, as well as sow the seeds of ambition among the races. The elegant and graceful demigods, the brave and righteous Humans, the persevering and sinister Undead, and the violently murderous Demons; none of the races will ever forget their own ambitions and goals. Now, the land is temporarily in a state of truce, but away from the light, conspiracies are being hatched in the darkness, the cloud of war ever looming overhead. Lucifour is born by Hades, where she is trained and then guided through her obstacles by a dust mite sized bat that while searching for the most evil being found her and flew into her head to help guide her to her bath to defeat the gods and help Hades take over the world. ① Earth, Human territory. Rome is the central area west of the Mainland. The atmosphere here is warm, the lands fertile. The Humans have always relied on this region for their agricultural sustenance, and eventually converted Rome into a flourishing kingdom of Man.

②Teazarail, Demon territory. Lies hard south of the western Mainland. Teazarail is blanketed in thick foliage, with endless lava streams running through them. The Demons cherish Teazarail greatly. Their capital city of Sdaq, known as the Deceit Capital, rests in the center of the dense blood forests of Teazarail.

③ Siyink, Cylaphines( corrupted Ollarians) territory. Siyink is also located south of the western Mainland. Once the chaotic battlefield of gods and demons, its sundered earth and decaying magical energies have transformed these lands into a barren dystopia. Siyink was once a haven for the Cylaphines( corrupted Ollarians) who sought refuge from the Humans and Demigods. Since then, they have renewed their respect and identities, and created a new Cylaphines( corrupted Ollarians) nation in Siyink.

④ Gramsa, previously demon territory. Gramsa sits in the central Mainland. In the aftermath of the Second Demon Wars, many demons were banished and sealed on their island, Teazarial . Now, only remnants of demonic cities sprawl the Gramsa of present, devoid of any natural life. Lava lakes flow in all directions, scorching the earths of the already-ashen landscape.

⑤ Arsoraig, the "Unknown Beyond". Located Far East of the Mainland, and the perennial subject of debate during the historical conflicts of the Mainland. To a vast majority of folks on the Earth, Arsoraig is otherworldly, a land fraught with both wonder and danger. The legends also weave tales of Arsoraig being home to the oldest of the elementals, and perhaps even the offspring of ancient Demons reside in the recesses of Arsoraig. One thing is certain: Even with all the unfathomable perils that Arsoraig poses, it has not hindered adventurers from venturing into the Unknown Beyond, all for a mere glimpse of what mysteries it keeps.

On the outskirts of the Mainland, on the horizon of the large ocean expanse, there rests three huge isles. The Hecriomar(god realm) once mediated the conflicts among the Humans, and Demons, creating their own independent territories for them to reside in. Part of the Humans and Demons settled among these islands, and the Demons were banished and sealed on the island of Teazarial by the gods and their children.

① Earth, world to the Humans.

②Hecriomar(god realm), world to the Gods.

③ Teazarial, world to the Demons.

Ollarian’s  worship the Demon of Life. Their motto is that death means peace, order and eternal beauty.

.Ollarian’s ruthless yet tough, they've become more responsive and powerful especially with the help of much wartime experience. The emergence of a few mighty heroes seems to suggest their racial rejuvenation. Actually, the inflated ambition will surely lead to a new war in the name of revenge. Finally, the Cylaphines( corrupted Ollarians) will command an influential presence in the world. After all, they've tolerated and yielded for too long. Lucy four will be leading Hades army to overrule the gods.

Enemies

(In tutorial level)  
Imp - fire basic fire balls, erratic movement to dodge the player's attacks, show up in groups of 4-8 and attempt to surround the player.

Lesser demon- rushes and uses melee in groups of 3-5, dodge/dash every 3-4 seconds.

Wraith-only one shows up at a time and it has two times as much health as the lesser demon, slowly approach the player for melee attacks.

Zombie- show up in groups of 20-30 and swarm the player, individually weak but a group can overwhelm the player.

Tortured soul- come in small groups and can stun the player if not killed before it touches you, very little health, runs straight toward the player.

(Levels 1 - 10)  
Human (man) - fights in a small group with a pitchfork and will stay in a group and attempt to trap you against the wall.

Human (woman) - same as human male.

Disciple -rushes you and will punch then retreat when low on health, small groups.

Monk- uses bow staff and punches, only one or two per level, rushes up and fights.

Worker- fights in groups of two or three and uses a hammer or a wrench, rushes the player. If left alone they will construct bridges over crevices.

Prophet(Boss for level 10)- will summon disciples and do a quick attack followed by a hasty retreat, he repeats this until killed but when 2/3 of his health are gone he will use a sword to fight dealing 2.5 times as much damage.

(Levels 11 - 20)  
Acolyte- waits until the player gets close then charges (similar to a bull charging) easy to dodge.

Priest- fights with ranged projectiles that deal significant damage, has low health.

Blessed- walks toward player until hit, when hit it becomes enraged dealing large damage but with low health.

Angelic weakling (man) - swarms player with significant health but low damage.

Angelic Weakling (woman) - same as Angelic man.

Zealot (Boss on level 20)- attacks with throwing knives and constantly rushes the player, when down to half health he becomes enraged and deals three times as much damage while run speed simultaneously increases to two times its original.

(Levels 21 - 30)  
Sacred animal (either a bird or goat) - bird will summon lesser birds and swarm the player, the goat will double the enemy attack while alive (but will not attack player).

Paladin- significant health and will attempt to block a player's attack (1 in three chance), follows player.

Cleric- heals and follows nearby allies, won't attack the player.

Scholar- between five second intervals he will fire a ranged magic bolt (either earth, fire, water, or air).

Religious leader(Boss on level 30)- you fight him along with two paladins, the paladins are healed by the boss, the boss uses ranged attacks and teleportation so the hardest part is to hit him.

(Levels 31 - 40)  
High priest- same as priest but fires three stronger bolts in succession.

Enchanted paladin- same as paladin but will inflict a burn (dealing damage over time for six seconds) on the player.

Exorcist- the exorcist will prepare for ten seconds and then deal an attack that can hurt the player anywhere on the level dealing 25% of the player’s health in damage, can't move, only three will spawn per level.

Holy guard- slow moving units that are invincible from the front, only takes 2-3 shots to kill depending on the player's progression, spawns in groups of 7-10.

Bearer of Excalibur(Boss on level 40)- will throw sword(which boomerangs back to him) at player and dash quickly towards the player three times before a short break, if close enough he will fight in melee.  
  
(Levels 41 - 50)  
Demon hunter- will set traps after standing still for five seconds, only one per level with twice the run speed of a normal unit, will not attacks player unless the player is trapped (traps last 5 seconds).

Fallen angel- melee unit that spawns in groups of five, will attack and then take a few steps back, low health but high critical damage chance.

Archbishop- 3-5 spawn per level they can summon priests (takes 3 seconds to spawn one priest) and can create walls/force fields that can block of one direction from the player's attacks (wall lasts 10 seconds or until the player destroys it).

Elite exorcist- same as exorcist except they only need seven seconds to prepare and deal 30% of a player's health in damage.

Cherubim(Boss on level 50)- boss can charm the player for 4 seconds making the player unable to attack (but can still run and dodge), while shooting four bolts of energy along with its normal attack in either a cross shape or an X shape(bolts deal 25% of a player's health in damage).

(Levels 51 - 60)  
Weak Cherubim- quickly  follows the player then stuns you when it get close, very low health and damage, only 2-3 per level.

Divine warrior-5-10 spawn, they rush the player and upon being hit have a 1 in 8 chance of being invulnerable for 3 seconds.

Passive soul- after being sighted it will turn mostly invisible and try to ambush a player with at least two others, five spawn at a time, one attack from the player will kill it.

Enraged soul- groups of 5-15 will spawn, rushes player and when hit will divide into four smaller versions (smaller versions dealing 20% of the originals damage).

Seraphim (Boss on level 60)- the boss summons a weak cherubim every 5 seconds (without any preparation time) and each time 20% of its health are taken he will reflect the player's damage for 5 seconds.

(Levels 61 - 70)  
Elite Cherubim- same as cherubim except deals damage when stunning the player and has more health.

Lesser Angel-rushes player in groups of 5-8, and deals melee damage.

Angel cleric- same as the cleric, except with more health and better healing abilities.

Angel diviner- follows angels giving them more defense and run speed, has significant health, one spawns with each group of angels.

Angel-same as lesser angel except has more health and deals more damage along with a one in five chance(when hitting the player) to slow player run speed by 25%.

Arch-Angel(with name) (Boss on level 70)- the boss quickly flies(in a straight line) near the player attacking when he gets close, when down to half health he "splits" himself into two versions of himself (each with 25% of the originals health).

(Levels 71 - 80)  
Avenging angel- spawn in groups of three, shoot arrows that follow the player, high damage, low health, shoots at the player.

Angel of death- same as angel except can blind the player for three seconds (1 in 4 chance), rushes player.

Archangel- same as angel but can also poison the target (dealing 30% of a player's health in damage over 10 seconds), rushes player.

Bringer of justice- five spawn per level, an aura around him deals damage to the player and lessens the players attack strength by 20%, rushes player.

Divine judge (Boss on level 80) - the boss starts very defensive using a combination of the reflect (activates every 10% of a boss's health move and the ability to block (50% chance) when half his health is gone he becomes enraged, blinding and poisoning the target (25% chance each) and a one in three chance of stunning the player for three seconds.

(Levels 81 - 90)  
Demi gods (1 has sword, 2 has bow, 3 has healing,4 has magic)- all demigods are immune to status effects and have high crit chance, and all spawn in groups of six, ranged units use ranged attacks, sword class rushes player, healing class follows the fighters.

Lesser deity(Boss on level 90)- the boss controls the environment around him making lava pour from the walls, and the ground give way, throws tornados that make your player dizzy (opposite controls) and makes minions out of ice.

(Levels 91 - 99)  
Lesser gods (1 has sword, 2 has bow, 3 has healing,4 has magic)- they all explode after 1 second after dying and drop bombs every 5 seconds, each types spawns in groups of seven, ranged units use ranged attacks, sword class rushes player, healing class follows the fighters.

God (Boss on level 99)-the boss electrifies the ground around him every 5 seconds and every 11 seconds fires a seeking missile that kills the player if it hits you(missile disappears after 4 seconds). Every 15% health taken from the boss will cause him to swap out with a previous boss (with stats scaled higher to make it an even match) which you have to fight until it is killed, then god will swap back in.

Gameplay Overview

  You play as Lucy four and have to defeat the enemies of each floor in the tower to eventually slay the boss and prove your worth as a demon.

   Every few floors in the tower you encounter a new enemy, these can be killed by using the basic attack or a variety of skills designed to protect you or to obliterate the enemy.

After clearing a floor of the tower a portal will appear, taking you to the next level. As you clear floors and slay enemies your character levels up giving you points to boost your stats and to invest in skills.

   As the character you can use ranged and melee attacks, or dash and sometimes block if you're playing defensively, even with all the characters abilities the player will still die when Lucy four's health reaches zero, and when you die you lose fifty percent of your xp (in the xp bar) and the floor you are on resets.

   Throughout the game you can find equipment, health potions, and energy potions. You can have a max of nine healing potions and nine energy potions (which are placed in the player's quick bar). And on finding better equipment the player replaces the old item with the new one, and the old item dissolves giving the player a small amount of xp.

User Interface



W: move up

S: move down

A: move left

D: move right

E: magic 1

R: magic 2

T: magic 3

C: kick

SPACE: jump

P: pause

RIGHT CLICK: attack (melee)

SCROLL WHEEL: Options/interact menu

LEFT CLICK: block

Mechanics

* Chests- randomly generates one item to be in the chest.
* Trap- labeled under hazards/traps
* Skills- labeled in skill tree
* Weapons:
  + Fists
  + Dual Crossbows
  + Soul Blade
  + Death Staff
  + Standard Melee Combo
  + Boot Stomp
  + Short sword
  + Hand a half
  + Mace
  + Club
  + Rapier
  + Hand axe
  + Great axe
  + Demonic blade
  + Dagger
  + Lance
  + Short bow
  + Long bow
  + Composite bow
  + Crossbow

Hazards

Water Traps- slows player while you’re in it.

Fire Traps- put a burn on the player

Lava Traps- puts a burn on the player and deals instant damage

Spike Traps- deals damage

Ice Traps- slow player

Crevices- if the player falls through, they have to repeat the previous level (basically sent down a level).

Resting room- room full of sleeping opponents, attacking, using a skill, or touching one will cause them all to wake up.

Room without floor- acts like a crevice but is in a room, completely filling the room, and not spreading into other rooms.

Items

**Weapons:**

Short sword

Hand a half

Mace

Club

Rapier

Hand axe

Great axe

Demonic blade

Dual Dagger

Dagger

Lance

Short bow

Long bow

Composite bow

Crossbow

Fists

Dual Crossbows

Soul Blade

Death Staff

**Armor:**

Leather

Studded leather

Demonic leather

Chainmail

Scale mail

Partial plate mail

Full plate mail

Engraved plate mail

**Runes:**

Rune of regeneration- heals players 2% of their health per second.

Rune of immunity- lessens status effect duration by 25%

Rune of damage- player deals 15% more damage.

Rune of conservation- skills/spells take 15% less energy

Rune of energy- player regens 2% of their energy per second

Rune of defense- increases player defense by 10%.

Rune of thorns- half the damage dealt to you is given back to the dealer (25%chance)

Rune of crit- increases crit chance by 15%

**Other:**

Energy potion-gives player 50% of their energy back.

Health potion-gives player 50% of their health back.

**Enchantments:**

**Weapons:**

Blazing- chance to burn enemies

Hidden-chance to give player invisibility

Enraged- chance to deal two times the normal damage

Cold-chance to slow enemies

Poisoned-chance to poison enemies

Paralytic-chance to stun enemies

**Armor:**

Protection- 15% chance to block

Rebuttal- 15% chance to stun an enemy when it hits you

Charm-15% chance to charm an enemy when it hits you

Reflection-5% chance to reflect all damage from an enemy attack

Skill Tree

* Magic Missiles:
* Acid Mist:
  + Summon an Acid mist cloud that burns enemies in you path
* Chocolate Rain:
* Lightning Wave:
  + Summon a wall of lighting that is forced away from you
* Healthily Serving:
  + Summon a health buff to heal you.
* Frost Shield:
  + A ball of ice that will protect you from damage
* Fire Wall:
  + Summon a fire circle that burns enemies that are touched by it.
* Poison Blast:
  + Shoot poison in all directions.
* Muscle Up:
  + Gain a strength buff
* Snake Bite:
  + Your attacks poison enemies until they die
* Jazz Hands:
  + A distraction for the enemies
* The Force:
* Magic Missile Swarm:
* Lead Poison:
  + Launch dangerous amount of lead at the enemy.
* Shia LeBeouf Cannibal:
  + Hollywood superstar Shia LeBeouf will fight on your side until you die.
* Boot Stomp
  + knocks enemies back and has a chance to stun

Level Breakdown

Start menu: The main menu of the game consists of, the new game option, the resume game option, and the settings option.

Settings menu: The settings menu allows the play to change the music volume, effects volume, the brightness level of the game, and the controller sensitivity. Each on a scale of 0 - 10

Intro cut scene: This cut scene tells the player the story of the game including the world's history and Lucy four's background.

Tutorial: This level is specifically for familiarizing the player to the controls and mechanics of the game. In the tutorial Lucy four is extremely powerful compared to her foes, starting with most of the abilities in the game you quickly slaughter the hoards of undead and demonic foes. The level has one hundred enemies ( two groups of zombies, and the other enemies make up the rest). Enemies labeled under tutorial will spawn on this level. The level consists of a large room and contains. Randomly generated pillars and holes, the exit is at the opposite side of the player’s spawn.

Cut scene 1: Shows Lucy four losing her power, walking waking up on the surface, and walking out of the underworld, and shows her finding the tower.

First ten levels estimated playtime: 45min

First ten levels difficulty: all fairly easy, slowly adding concepts and enemies instead of focusing on the challenge of the game.

Level 1: You enter the tower from ground level after losing your power, the bat in your ear explains that killing people and collecting their soul will help you get your power back. This level only contains five opponents (humans male and female, and disciples) which are all fairly weak and easy to kill. The level is a large empty room.

Level 2: same as the first level but with ten opponents.

Level 3: introduces the monk (the monk is the first enemy with a weapon, so this level helps the player decide to start dodging more enemy attacks) and has 13 opponents. This level has four large pillars, evenly spaced at the center of the room, the enemies always spawn out of the pillar(s) furthest side, making it so you can't run around without thinking a little.

Level 4: same as level 3 but with 15 opponents.

Level 5: Introduces some enemy formations (enemies of the same kind will flock towards each other), and the starting enemies (not the ones that span in later) are closer to where the players starts, so as to attacks as soon as the player spawns in the level. Level has 20 opponents. The level has two large crevices that the player can fall through (if you fall through you have to play through the previous level), this combined with the enemies using formations, is designed to make the player think about their approach when attempting this level and levels to come.

Level 6: same as level 5.

Level 7: same as level six except with 25 opponents. This level combines the pillars and crevices.

Level 8: Introduces the worker enemy, with 27 opponents.

Level 9: introduces pathing enemies, when the level starts several fighter type enemies will patrol around the edge of the tower until the player gets to close or attacks.

Level 10: The player walks into the room starting the boss fight with the prophet. As you fight the prophet asks why you are doing this in a time of peace, Lucy four responds by saying her powers were stolen and she is trying to get them back. After killing the boss the player receives a health potion. The level is an empty arena.

Second ten levels estimated playtime: 1hr

Second ten levels difficulty: the fighting isn't much harder than the first ten levels, but it adds complexity because armor, weapons, and rooms are introduced. From this point until the next max, only 30 characters can be on the screen at once, if the level has more than 30 enemies they extras will wait until enough enemies die to spawn another group.

Level 11: upon entering the room of acolytes (10) you are told that you can take their armor. After killing the last one you find leather armor and learn how to equip items. Empty arena.

Level 12: introduces the priest and has 15 enemies. On the outskirts of the arena rooms (2-4) are scattered about contains a few enemies and one chest (loot in chest is based on the player's level so you won't get anything really weak or really strong).

Level 13: same as level twelve.

Level 14: introduces the blessed and has 20 enemies. More rooms (3-6)

Level 15: same as level 14 except with 23 enemies.

Level 16: armor starts to randomly drop from enemies (weak enemies drop weak armor and vice versa, low odds of dropping) and the level has 25 enemies.

Chests have a chance to drop a health potion (1 in 10).

Level 17: same as level 16 except that rooms will be bunched closer together and pathing enemies will guard them.

Level 18: angelic weaklings are introduced and the level has 30 enemies. Arena has 10 rooms.

Level 19: same as level 18 except with 35 enemies.

Level 20: you fight the zealot boss who upon dying drops a random weak weapon and unlocks the player’s skill tree. Any room opened will spawn enemies and won't contain a chest (7 rooms).

Third ten levels estimated playtime:  1hr 20min

Third ten levels difficulty: becomes significantly more difficult than the last two sections because this one is focused more on the enemy’s abilities (like armor, weapons, and skills) and improved ai, rooms won't only be only the outskirts.

Level 21: Enemies start dropping healing potions (with low odds). Player fights one sacred animal along with 14 other enemies from the last section. 5 large rooms are generated on the level (each with 2 enemies and possibly a chest, 20% chance).

Level 22: same as level 21 except with 20 enemies.

Level 23: introduces the paladin and removes the old enemies (so the player only fights paladins and the sacred animal), level has 20 enemies. 10 small rooms each with 1-2 enemies 1 in 10 chance to find a chest, is the rooms were generated close to each other than the rooms will have a connecting door. Or hallway depending on how close they are together, doors connecting to other rooms. Only open when you kill all the enemies from the current room.

Level 24: Enemies don't stand still and fight anymore, they attack and (slowly) try to dodge player attacks. Level has 25 enemies. Same layout as previously stated.

Level 25: introduces the cleric and has 27 enemies. Level has 20 small rooms, each room having a 1 in 15 chance of finding a chest.

Level 26: same as level 25.

Level 27: introduces the scholar and has 30 enemies. Crevices and the enemy spawning pillars are combined with the rooms, the area in between the pillars is used as a separate room, the other rooms surround the pillars making the pillar room the central room.

Level 28: same as level 27.

Level 29: same as level 28 except enemies start dropping weapons(weak weapons from weak enemies and vice versa, low odds of dropping), and 35 enemies. Similar layout to that previously stated but with 10 large rooms and five small rooms. Chests now have a chance of contain in weapons (1 in 15).

Level 30: player fights the religious leader boss, and when the boss dies the player receives an energy potion. No rooms, pillars, or crevices. Energy potions now have a chance to drop from chests (1 in 10).

Fourth ten levels estimated playtime: 1hr 40min

Fourth ten levels difficulty: game starts becoming more challenging because the enemies are becoming more specialized making the player change tactics against each enemy.

Level 31: introduces priest and uses cleric, the level has 25 enemies.14 small rooms and 6 large rooms.

Level 32: introduces the enchanted paladin and has 25 enemies. Same number of rooms as the last level.

Level 33: same as level 32 except with 30 enemies, enemies from this point on also get the stat bonuses from the equipment that they are carrying.10 small rooms and 10 large rooms.

Level 34: same as level 33 except with 33 enemies. Rooms now block exit so that it is required to go through to beat the level, 15 small rooms and 10 large rooms.

Level 35: introduces the exorcist and has 35 enemies, upon entering this level a brief explanation of the exorcist ensues so that the player isn't caught entirely off guard by the opponent’s special abilities. Exorcist will usually spawn in a room near the exit, so that it takes the player longer to get there. 15 small rooms 15 large rooms.

Level 36:  same as level 35.

Level 37: introduces the holy guard and the level has 38 enemies. 20 small rooms 15 large rooms. Rooms are all bunched together there are less entrances to the rooms so that you have to go through most of the rooms to get to the exit.

Level 38: same as level 37.

Level 39: same level 38 except with 40 enemies. 20 small and 20 large rooms.

Level 40: player fights the Bearer of Excalibur and upon the death of the boss the player unlocks weapons with enchantments (dropped weapons have a chance to be enchanted). During the fight the Bearer says you will never make it to the top and that your actions will only cause more chaos in the world and bring about the next war. No rooms. Chests now have a chance to contain weapon enchantments/ enchanted weapons (one in 15).

Fifth ten levels estimated playtime: 2hr

Fifth ten levels difficulty: game becomes much harder in this section because instead of dodging to wherever has the least amount of enemies, the player has to consider the traps in the surrounding area and must start to prioritize certain enemies over others.

level 41: introduces the demon hunter, this being the first time the player has encountered a trap in the game, a brief explanations of the kinds of traps and their effects will ensue, when that is over a brief explanation of the demon hunter will also ensue. The level has 30 enemies. Level has 20 large rooms and 10 small rooms.

Level 42: same as level 41 except with 34 enemies.

Level 43: introduces the fallen angel and has 36 enemies, from this point on there will be a max of 50 opponents on the screen at once, more enemies will spawn (if needed) when the old ones die. Level has 20 small rooms and 17 large rooms.

Level 44: same as level 43.

Level 45: same as level 44 except with 40 enemies. Level has 22 small rooms and 19 large rooms.

Level 46: introduces the archbishop and the level has 43 enemies. Same number of rooms as level 45.

Level 47: same as level 46 except with 46 enemies.

Level 48: introduces the elite exorcist, when the player enters the level the bat in your ear exclaims it's a trap! And you are shown 5 elite exorcists that spawn in the corners and in the center. The level has 48 enemies, 25 small rooms and 15 large rooms.

Level 49: same as level 48 except 6 exorcists spawn (the sixth one spawning in a random place) and the level has 50 enemies. 20 large rooms and 20 small rooms.

Level 50: player fights the cherubim boss and upon killing the boss unlocks armor enchantments (which work the same as weapon enchantments). The level has the enemy spawning pillars, but no rooms. Chests now have a chance to drop an armor enchantment/ enchanted armor (one in 20 chance).

Sixth ten levels estimated playtime: 2hr 20min

Sixth ten levels difficulty: Game becomes increasingly complicated as status effects are introduced.

Cut scene 2: a short cut scene shows Lucy four making it to the angelic/non-human levels of the tower.

Level 51: weak cherubim are introduced, the level has 40 enemies. 22 large rooms 20 small rooms, at this point a good portion of the arena is made up of rooms so almost every enemy will spawn inside the rooms (only about 5 enemies outside).

Level 52: same as level 51 except with 44 enemies.

Level 53: Divine warriors are introduced and the level has 48 enemies. 25 small rooms, 20 large rooms.

Level 54: same as level 53

Level 55: same as level 54 except with 52 enemies and 22 large rooms (still 25 small rooms)

Level 56: Passive soul introduced, level has 52 enemies. 23 large rooms 25 small.

Level 57: same as level 56

Level 58: enraged soul introduced, this monster can easily overwhelm the player making skills very crucial, if by this point the player hasn't paid much attention to skills, this will make them. Level has 60 enemies. 25 large rooms 25 small rooms.

Level 59: same as level 58 except that crevices will be on every level from her on (but won't necessarily take up a lot of room)

Level 60: player fights seraphim, the room is filled with traps of every kind making it hard to dodge the boss's attacks. From this point on 5-15 traps spawn per level unless stated otherwise. No rooms.

Seventh ten levels estimated play time: 2hr 40min

Seventh ten levels difficulty: the enemies get a little more difficult but the traps blend in causing a lot of damage if you hit five or more in a level.

Level 61: introduces elite cherubim, the level has 50 enemies. Has 30 large rooms and 20 small rooms (1 in 40 chance that a room has No floor, Similar to a crevices but the gap is only in that room, taking up the entire floor space).

Level 62: same as level 61.

Level 63: introduces lesser angel, the level has 54 enemies. 35 small rooms and 20 large rooms.

Level 64: same as level 63.

Level 65: same as level 64 except has 58 enemies.

Level 66: introduces the angel and has 62 enemies. The level has 37 large rooms and 21 small rooms

Level 67: introduces the angel diviner, the level had 66 enemies.

Level 68: introduces the angel cleric, the level has 70 enemies. The level has 38 small rooms and 22 large rooms, rooms now have a 1 in 40 chance of being a resting room(resting rooms are filled with 5-10 enemies with a chest at the opposite end of the entry, if you attack, use a skill, or touch an enemy all the enemies will wake up).

Level 69: same as level 68.

Level 70: player fights Archangel Carl, when the boss introduces himself Lucy four questions why his name is Carl, Carl refuses to answer and the fight starts. Upon killing the boss the player is notified that runes will start to drop from enemies. Chests now have a chance to contain a rune (1 in 20 chance). No rooms

Eighth ten levels estimated playtime: 3hr

Eighth ten levels difficulty: runes add another element to the game, helping Lucy four, but also the enemies get boosts from random runes they are carrying creating a more extreme situation for both sides, to clarify this means that even the enemies have more power, some enemies will be unique to others if the same species because they will all have different runes, different weapons, and different armor

Level 71: introduces the avenging angel, level has 60 enemies. The level has 40 large rooms and 20 small rooms.

Level 72: same as level 71.

Level 73: angel of death introduced, level has 64 enemies. The level has 40 large rooms and 21 small rooms.

Level 74: same as level 73 except with 68 enemies. The level has 40 large rooms and 23 small rooms.

Level 75: same as level 74.

Level 76: Archangel introduced, the level has 72 enemies. The level has 40 large rooms and 25 small rooms.

Level 77: same as level 76 except with 78 enemies and 46 large rooms and 22 small rooms

Level 78: Bringer of justice introduced, level has 85 enemies.

Level 79: same as level 78 except with 90 enemies and 45 large rooms and 25 small rooms.

Level 80: player fights the divine judge, upon killing him the player receives an extra 20% to their max health, as the judge dies he tells you that you have made a terrible mistake and that god will crush the demons in the next war. No rooms.

Ninth ten levels estimated playtime: 3hr 20min

Ninth ten levels difficulty: from this point on the game becomes very difficult because of the number of enemies, and the damage they can do, the rooms are designed to be maze like, filling the entire arena, there is no open space, to get anywhere you must go through a room or a hallway, levels will have hallways from now on (this means that any pathing enemies will now roam the hallways and rooms).

Level 81: From this level until the last there can be 65 enemies on the screen at once. The four demigods are introduced at this level. The level has 100 enemies, and is made up of 50 large rooms, and 25 small rooms.

Level 82: same as level 81

Level 83: same as level 82 except the level has 110 enemies and has 50 large rooms, and 28 small rooms.

Level 84: same as level 83

Level 85: same as level 84 except all enemies have one selfheal (restoring 50% of their health).

Level 86: same as level 85

Level 87: same as level 86 except the level has 115 enemies and has 50 large rooms, and 30 small rooms.

Level 88: same as level 87

Level 89: same as level 88 except the level has 120 enemies and has 55 large rooms, and 30 small rooms.

Level 90: You fight the lesser deity boss. When the boss is killed the player receives a book that causes bolts of energy to emanate from the player when toggled (takes 10% of the player energy per second)

Tenth ten levels estimated playtime: 3hr 45min

Tenth ten levels difficulty: hardest area in the game, however to aid the player, potions and items will be dropped more frequently and because the enemies are so powerful all the dropped equipment will be powerful as well.

level 91: lesser gods are introduced, the level has 125 enemies, the level consists of 60 large rooms and 30 small rooms .During the next 8 levels the enemies will spawn from the four corners of the tower and quickly flood into the maze( if there is a resting room than some enemies spawn in there).

Level 92: this level has 130 enemies, 20 large rooms and 80 small rooms.

Level 93: this level has 135 enemies, 20 large rooms and 85 small rooms.

Level 94: this level has 140 enemies, 30 large rooms and 80 small rooms.

Level 95: this level has 145 enemies, 90 large rooms and 30 small rooms.

Level 96: this level has 150 enemies, 125 large rooms and no small rooms.

Level 97: this level has 155 enemies, the level is an empty arena and enemies spawn from the edges of the map.

Level 98: this level has 175 enemies, 70 large rooms and 70 small rooms.

Cut scene 3: As the player walks in, the room pans around and the boss drops from the ceiling. The boss says that it was foolish of you to come all this way when you are sure to die. And the battle begins.

Level 99: in this level the player fights the final boss, god. When killed the boss laughs maniacally and the floor rapidly disappears (starting from the boss’s location) and will kill the player if you don't make it to the exit... Upon completion all skills in the player's skill tree are unlocked.

Level 100: Victory room, after beating the final boss you come to this room to celebrate and view end credits. You also unlock the ability to visit any of the rooms in the tower.

Pause/inventory: stops the game so you can edit your character or take a break.

In case it wasn't clear, the first level of a new sections will have a couple of the previous section’s enemies until another character is introduced (except for the first level because it would be strange to see zombies in a holy place).

The reason that the ratio between large rooms and small rooms change is so that the player can guess the number of big rooms or little rooms are in a level, so that the player doesn't find the levels too repetitive. This is also why the number of rooms per level doesn't increasingly by the same amount each time the number of rooms increases.

End credits

   Asset list

* Enemy death sounds, non loop, .WAV format.
* God laughter, non loop,

          .WAV format.

* UI in game health bar, 50x500 pixels, two tone, .PNG (lol) format.
* Ambient noise- looping,.WAV format
* Option menu & sprites
* Enemy concept sprites
* Environment art
* Quit screen & sprites
* Death menu & sprite
* Ambient music- looping,.WAV format.
* Character attack sounds effects
* Blocking sounds w/ variety