Game concept in details

What is the game about?

Centuries ago, a god controlled the world. To get their freedom, a guild of rebels went on a quest to kill the god who resided in its tower, deep into the lands. The god was too strong for the rebels to handle and they only succeeded in sealing it away. Only one member of the guild survived and he saw it as his duty to guard the seal for the rest of time, to prevent the god from returning. Every generation since then would stand guard of the seal to honor his legacy and ensure the world its freedom.

One day, the seal is broken and the god returns, and to get its vengeance it sends its monsters after all human life, killing those who no longer submit themselves to its rule. When a skilled knight's village is under attack, he/she fights back and heads for the tower to kill the god. This is where our game starts and the player follows the knight's quest as he/she makes his/her way to the top of the tower.

The quest and goal of the game

The goal of the game is to kill the god of the tower it resides in. To reach the god, the player must navigate the floors of the tower and kill the bosses on the way to make progress. Navigating the floors also means facing the challenges they present the player with in form of enemies and puzzles. When the player kills the god, he/she completes the game.

What is the player supposed to do?

The player is supposed to go from the beginning of the level to the end to progress to the next. While doing this, the player must jump, run and maneuver the stages layout all while avoiding or killing enemies. Along the way, the player is also required to figure out puzzles. After beating 10 floors, a boss must be defeated in order to progress. The player must do this repeatedly until he/she reaches the god and must then kill it to complete the game.

Required skills to play

The player needs experience with playing games and know how to use the keyboard and mouse and/or a controller. This game requires a lot of motor skills and accurateness. Dedication is also a good skill to have as a player, since playing this game means learning how to play properly.

The motivation of the player

The motivation of the player is to progress as far as possible and complete the game. The satisfaction of progressing, the challenge and the feel of the gameplay will be the focus on getting the players to keep playing.

Genre

The game is a 2d-platformer with focus on action and the different challenges of each 10 floors and their boss fights. Depending on the floor, puzzle elements will be a bigger part of the gameplay.

Game modes

The game modes present in this game is mainly single-player. A co-op option will also be available and features a second player in the single player mode.

Difficulty settings that add features to the other modes are the *No Hope* and the *Last Stand* difficulty settings. Playing on No Hope disables the possibility to continue and losing all lives makes you go back to the beginning of the game, while in Last Stand the players dies after taking damage once. Both modes can be activated at the same time for the ultimate challenge.

After beating the game once, a *Boss Rush* mode activates. This mode features all boss battles in random order and the player must beat them all to win. Health carries over and only heals 10% at the beginning of each fight, which means that the player has limited life. The goal is to defeat all bosses and do it as quick as possible without dying.

Learning curve

The learning curve, when it comes to the core mechanics, is very erratic, meaning that the player will be able to learn what he/she needs to know in small steps at a time, but must figure out how to use it (for instance how bosses must be defeated or puzzles) by themselves. If they cannot figure this out the first time, they will most likely be experiencing a trial and error learning, which will lead to them figuring out how to use the mechanics by trying repeatedly. As the player progresses through the game, he/she must be able to master the mechanics to get better at taking upon the challenges that he/she meets on the way to the last boss.

Difficulty curve

The difficulty curve, like the learning curve, is very erratic. It depends on two factors: The skill of the player, and the difficulty of the floors he/she is currently playing. Every 10 floors are harder than the previous ones and often introduces a unique game mechanic. The better the player is at handling these new challenges, the less difficult it will be for him/her. Since this is very individual, the difficulty curve can be very different from person to person. The goal is to make the game harder for every boss that is defeated.

Replayability

Replayability in this game is within the different modes available and the fact that more modes can be added in the future.

View system and geometry

The game is a 2d-platformer.

Platform

The Tower will release on the PC. Future releases might be on PlayStation 4, depending on how difficult it is to get something released on the console, and if people like the finished game.

Gameplay mechanics

Lives, continues and health

When the player starts the game, he/she will begin with 3 lives and have unlimited continues. The player also has a health bar, which depending on the enemy can be depleted in 8 hits or less. When the player has no health left, he/she dies and continues from the beginning of the current floor. When the player has no lives left, he/she must start the section over from the beginning upon choosing to continue.

To earn *extra lives*, the player must accumulate 20.000 points. You can earn points by collecting treasures, power-ups and defeating enemies.

To restore health, the player can use a health potion or collect food hidden around the stage.

Enemies

There are two sorts of enemies in the game. The first type is the sort of enemy that is present on all floors of most levels, and the second is an enemy specific to each section of floors of one level, which also includes the boss. Both sorts of enemies have different ranks:

Low ranked monsters die in 1 hit, regardless of the weapon used against them. They cause 2 in damage, but can be fatal in large packs. Killing one of these monsters earns the player 100 points.

Middle ranked monsters, depending on the type, can die in 1 or 2 hits, depending on the type of weapon used against them. They cause 2 in damage. They are often found alone, but will sometimes in a pack of *low ranked monsters*. Killing one of these monsters earns the player 300 points.

High ranked monsters take 4 – 5 hits depending on the type of weapon used against them. They cause 2-3 in damage depending on the monster. They are very rare early on, but get more common on later floors. Killing one of these monsters earns the player 500 points.

Boss ranked monsters have different health bars and therefore, the amount of hits they can take are individual. These monsters have weak spots that can be attacked, to do more damage, which is connected to the gimmick of the floors leading up to them. They do 4 to 6 in damage depending on the attack, while some bosses can do more damage and others have 1-hit KO moves. Defeating a boss earns the player 1500 points.

Another enemy is also present that unlike the other monsters, cannot be killed and kills the player instantly upon catching him/her. These enemies stalk and chase the player throughout the game and can at best be blocked in their path or outrun. They are called *Stalkers.*

Enemy and object drops

Killing enemies and destroying objects has a chance of spawning an orb or weapon upgrade. Orbs add points to the players total skill points, which are used for special items and more commonly dropped (20% drop rate), while weapon upgrades, upgrades the players weapon level to the max levels of 3 and less common (10% drop rate). Objects, when destroyed, also have 10% drop rate of dropping secondary weapons.

Weapon upgrades

By collecting a weapon upgrade, the player weapon is upgraded to reach farther by 1 unit to the max of 3 units in total. If the player dies, the levels go back to 0.

Secondary weapons

When a secondary weapon is picked up it will be available for the player to use until another secondary weapon is picked up or the player runs out of skill points. When that happens, the player simply collects orbs to restore skill points. The secondary weapons you can obtain are as follows:

Shield

The shield grants the player a shield that can sustain an attack from an enemy. When the shield sustains an attack, it goes away and must be activated again by the costs of 3 skill points. This weapon does not get upgraded.

Axe

The axe can be thrown in an arch against enemies and gives the same damage as the main weapon on weak monsters. On any other monster, it is a 3rd of the damage. Every throw takes 1 skill point. This weapon does not get upgraded.

Dagger

The dagger can be thrown in a linear direction and does the same damage as the main weapon. Every throw takes 3 skill points. Only one can be fired at a time. This weapon does not get upgraded.

Fireball

The fireball is a weapon that is thrown in an arc and continues to spread fire on a little area when it hits something. This only does a 10th of the amount of damage of the main weapon, but it slows down enemies that walk in it. Every throw takes 1 skill point. This weapon does not get upgraded.

Safe haven and health potions

A safe haven is a secret place where the player can restore their health and acquire health potions. They are hidden behind walls or in an abyss, in any of the 10 floors before the boss room. Every time the player makes it to a "safe haven", he or she may fill their empty flask with the fountain's water to make a health potion. A health potion fills up the players health by 4. The fountain water also restores the player's health if they stand in it.

Food

Food is another resource of health that the player can collect. The player can find food on some floors of a level by destroying parts of a wall or platform. Food is consumed upon touching it and cannot be saved for later. Food restores health by 4.

Controls

Moving

Moving the character is done using the A and D keys. A moves the character to the left while D moves the character to the right.

Crouching and crouch walking

The character will crouch when the S key is held down. As S is held down, the player can crawl using the A and D keys.

Aiming upwards

If the player wishes to aim upwards with the main weapon, he/she must hold down the W key. The player can walk and jump while holding down W .

Jumping

To jump, the player must press the spacebar [   ]. The longer you hold down the jump key, the longer the jump will last and the higher it can be. The direction and distance can be affected by moving the character, using the A and D keys. While jumping you can also use your attacks.

Attacking

To use the main weapon for attacking, the player must left-click on the mouse. To use a secondary weapon, the player must right-click on the mouse.