

# GAME DESIGN DOCUMENT

## GAME OVERVIEW :

- **Title:** Tower of Odyssey
- **Genre:** Dungeon Crawler, RPG
- **Platform:** PC, Console, Mobile
- **Art Style:** Gothic
- **Objective:** Players climb the Tower of Trials, solving puzzles and defeating enemies to reach the top and uncover the tower's secrets.

## Story and Setting

- **Setting:** A mysterious, ancient tower with dark, gothic architecture.
- **Story:** The player awakens at the base of the tower with no memory of how they got there. To escape, they must climb the tower, facing increasingly difficult challenges and uncovering the secrets of their past.
- **Atmosphere:** Dark, eerie, and foreboding with a sense of mystery and dread.

## Gameplay Mechanics

- **Exploration:** Players navigate through labyrinthine levels, discovering hidden rooms and secret passages.
- **Puzzle-Solving:** Each level presents unique, intricate puzzles that must be solved to progress. Puzzles involve environmental interactions, such as pulling levers, moving blocks, and deciphering codes.

- **Combat:** Real-time combat system with melee and ranged weapons, magic abilities, and defensive maneuvers. Enemies become more challenging as the player ascends the tower.
- **Progression:** Players earn experience points, level up, and gain new abilities. They can also find or craft better equipment and potions.

## Weapons and Equipment

- **Basic Weapons:** Swords, daggers, staves.
- **Advanced Weapons:** Magic-infused weapons, enchanted blades, powerful artifacts.
- **Weapon Attributes:** Damage, speed, special effects (e.g., fire, ice), unique abilities.
- **Acquisition:** Loot from enemies, hidden in the environment, purchased from vendors, or crafted.
- **Upgrades:** Weapons and equipment can be enhanced using materials found in the tower.

## Enemies and Bosses

- **Enemies:** Skeletons, ghosts, gargoyles, dark wizards, and other gothic-themed creatures. Each enemy has unique abilities and attack patterns.
- **Mini-Bosses:** Tougher enemies guarding key areas or items.
- **Bosses:** Powerful foes at the end of major levels, each with distinct mechanics and requiring strategic combat.

## Levels and Environments

- **Level Design:** Multi-level tower with interconnected rooms, hidden areas, and branching paths.
- **Visuals:** Detailed, weathered textures, and somber color palettes.

- **Lighting:** Dramatic, moody lighting to create an eerie atmosphere. Flickering torches, moonlit scenes, and deep shadows.

## Audio Accessibility

- **Subtitles:** Subtitles for all spoken dialogue with adjustable font sizes.
- **Visual Indicators:** Visual cues for important audio signals, such as enemy footsteps or alarms.

## Gameplay Accessibility

- **Difficulty Settings:** Multiple difficulty levels to accommodate different player skill levels.

## Tutorials and Onboarding

- **Tutorial Levels:** Include introductory levels that teach players the game's mechanics and controls.
- **Hints and Tips:** Provide optional hints and tips to assist players who may be struggling with puzzles or combat.

## Sound and Music

- **Atmospheric Soundtrack:** Haunting music to enhance the gothic atmosphere.
- **Sound Effects:** Echoing footsteps, creaking doors, eerie whispers, and ambient sounds that immerse players in the game world.

## Different Levels with Unique Monsters

### Level 1: The Dungeon Starting Area

## **Description:**

A classic dungeon environment with dark, stone corridors and rooms.

## **Objectives:**

- Primary: Navigate through the dungeon to find the exit.
- Secondary: Collect useful items and defeat enemies along the way.

## **Key Features:**

- Starting Area: Receive a basic weapon and health potion to begin the journey.
- Navigation: Move through corridors and rooms, solving puzzles to unlock doors.
- Puzzles: Pull levers and move blocks to progress.
- Enemies: Fight skeletons and rats as you explore.
- Final Room: Defeat a stronger enemy to unlock the exit.

## **Environment:**

- Visuals: Dark, stone walls and floors with dim lighting and flickering torches.
- Sound: Echoing footsteps, distant dripping water, and the occasional eerie noise.

## **Rewards:**

- Main: Access to the next level.
- **Secondary:** Loot and experience points from enemies and puzzles.

## **Level 2: The Forest Glade**

### **Description:**

A peaceful, lush forest level with gentle terrain and minimal hazards.

**Objectives:**

- Primary: Find the exit to progress to the next level.
- Secondary: Collect three hidden forest herbs.

**Key Features:**

- Open pathways with minimal obstacles.
- Simple puzzles involving moving logs and activating switches.

**Enemies:**

- Forest Critters: Small, non-aggressive creatures.
- Mischievous Sprites: Weak enemies that can be easily defeated.

**Environment:**

- Visuals: Bright, vibrant forest with green foliage, colorful flowers, and clear blue skies.
- Sound: Calming forest sounds, chirping birds, rustling leaves.

**Level 3:**A dark, web-covered level with narrow corridors and hidden traps.

**Objectives:**

- **Primary:** Defeat the Spider Queen to unlock the next level.
- Secondary: Collect three hidden artifacts.

**Key Features:**

- Webbed corridors slowing movement.
- Traps releasing small spiders.
- Puzzles involving burning webs.

**Enemies:**

- **Small Spiders:** Fast and swarm in numbers.
- **Web Slingers:** Shoot webs to trap players.
- **Venomous Spiders:** Deal poison damage.

### **Boss: Spider Queen**

- **Attack Patterns:** Summons minions, uses web projectiles and poison attacks.
- **Weakness:** Fire-based attacks.

### **Environment:**

- **Visuals:** Dark with flickering torches and glowing egg sacs.
- **Sound:** Creepy skittering and dripping water.

### **level 4: Darkness**

**Theme:** A level shrouded in complete darkness, illuminated only by the player's torch.

### **Objectives:**

- **Navigate the Darkness:** Use the torch to explore and find your way.
- **Solve Puzzles:** Light-activated puzzles and hidden mechanisms.
- **Avoid Traps and Enemies:** Hidden traps and creatures lurking in the dark.

### **Key Features:**

- **Torch Mechanics:** Limited light and dynamic shadows.
- **Hidden Dangers:** Concealed traps and enemies attracted to light.
- **Atmospheric Effects:** Eerie sounds and flickering torchlight for immersion.

### **Level 5: Boss**

## Plague Mouse Lair

- **Navigate a Maze-Like Layout:** Find the boss room.
- **Dark Traps and Hazards:** Avoid hidden pits, spiked floors, and disease-ridden areas.
- **Enemies:** Face Diseased Vermin and Plague Carriers.
- **Boss Room:** Encounter the Plague Mouse, a giant rodent larger than the player.

## Boss Fight Phases

- **Phase 1:** The Plague Mouse uses fast, aggressive melee attacks and summons Diseased Vermin.
- **Phase 2:** It releases toxic clouds and creates disease-ridden areas in the room.
- **Phase 3 - Berserker Mode:** In its berserker mode, the Plague Mouse becomes extremely fast and powerful, with frenzied attacks. It gains increased attack speed and damage, summoning Plague Carriers to overwhelm the player.

## Additional Features

- **Achievements:** In-game rewards for completing specific challenges and milestones.

## References

<https://pin.it/46VG5yKtk>

<https://pin.it/5399vUwRL>

<https://pin.it/5lpyHY2sk>

<https://pin.it/71U6krfiT>

