

GAME DESIGN DOCUMENT

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GAMBOVERVIEW

Game Title

Tower of Madness

Intended game platforms

The game will be for Windows (PC) and Android devices.

Target age of players

The game will be for players 7 and up, as it will have puzzles that may be too difficult for younger players.

Office of Film & Literature Classification (OFLC) classification

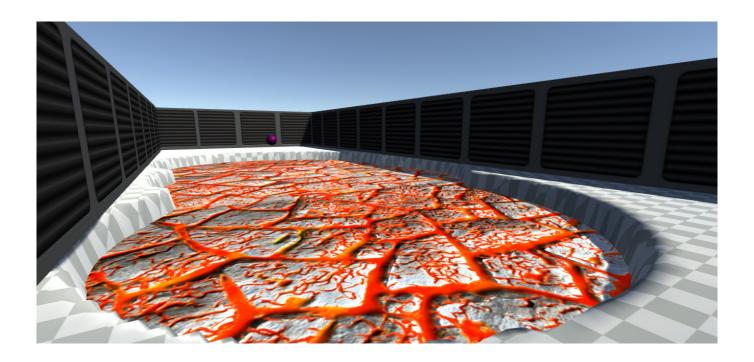
The game will be rated PG. Although there will be no graphic violence, the player will be able to die by various traps and environmental hazards placed throughout the level.

A summary of the game's story

You play Oklahoma Smith, the famed explorer and treasure hunter. You are seeking out the mysterious mythical Tower of Madness, supposedly located deep in the Amazon jungle. You are in search of the legendary Lost Gems of the Amazon, rumoured to be worth millions. They're scattered across each floor of the Tower of Madness, and you're going to have use your wits to escape the deadly traps and hazards on each floor in order to find them all.

Unique selling points

- Solve the various puzzles in each level and collect all the gems on each floor to exit the level.
- Avoid various traps and environmental hazards in a 3D landscape
- Collect bonus items and try to get a high score



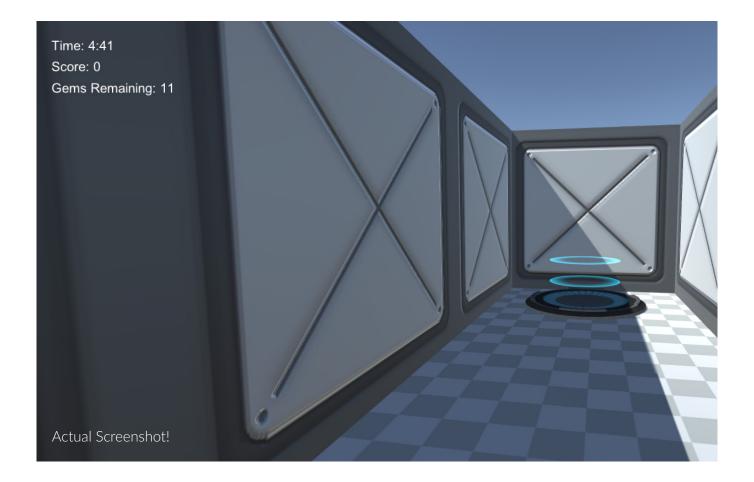
STORY AND CHARACTER

Rumour has it the Tower of Madness was constructed by an ancient alien race who came to Earth to harvest the rare purple gems found only in the most remote locations. The aliens are using this tower to store these gems so no one else can steal them. And so far, no one has, at least not successfully. Until now.

Enter Oklahoma Smith, famed treasure hunter adventurer, who is here to steal all the purple gems and prevent the aliens from using them to take over the world.

COME CORLD CIND EXPERIENCE

The game is very much inspired by games like Portal, Myst, and Chip's Challenge for level layouts. It is played from a first person perspective. As the game progresses, the player will face ever increasingly difficult challenges and puzzles. These challenges range from moving blocks that could kill you in an instant, to environmental hazards like lava, slime, ice, and poisonous gas. The player is looking for the mysterious purple gems, and won't leave the area until he has obtained them all.



Gamemechanics

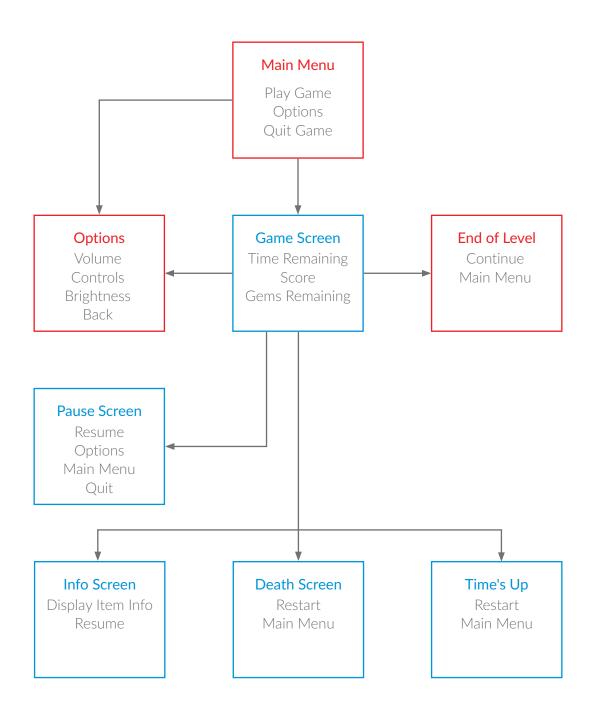
The game is played from a first person perspective. The goal of the game is to collect all the purple gems in a level and then find the exit. As the game progresses, the gems will become more and more difficult to collect. In order to reach these gems, the player may need to find special items that will help traverse different hazards. For example, you may find a gem in the middle of a pool of lava, and will need to find a fire-resistant suit in order to cross the lava to reach the gem. But the fire-resistant suit might be in a room full of poisonous gas, so you'll need to find a gas mask in order to enter that room first. You may also find different coloured keycards that can open various doors. You get the idea. There are no living enemies in the game, just the various environmental hazards like lava and moving blocks. It is possible to increase your score in the game by collecting blue crystals, but the purple gems are your main objective. As soon as the last purple gem is collected, the player can leave the current level and advance to the next one.



A concept sketch of what the game could potentially look like. Warning: Concept sketch may not resemble final product.

user inverface

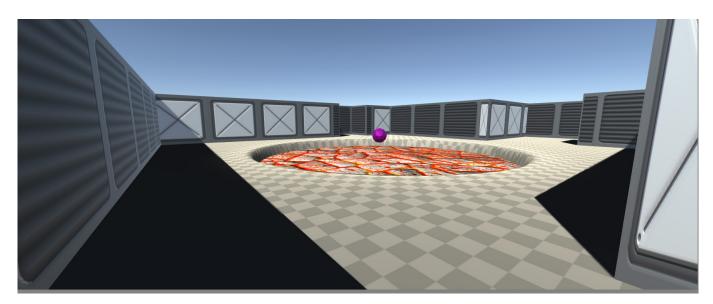
This flowchart describes how the users interacts with the game's interface.



Gamentems

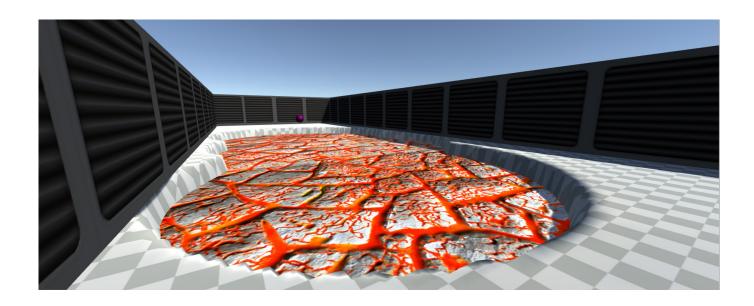
There are many helpful items that can aid Oklahoma in his quest to find the gems, such as:

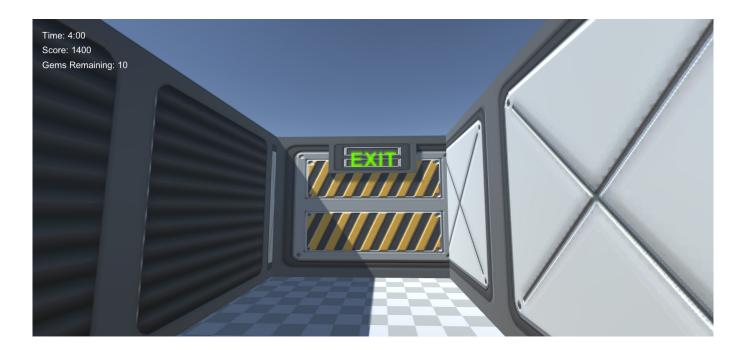
- Purple Gem The item that is most coveted by Oklahoma Smith. You must collect all of these in a level in order to progress.
- Blue Crystal These add to your score. Collect as many as you can! Try and beat your last score!
- Gas Mask You'll need one of these in order to survive the poisonous gas.
- Fire Suit Use this to walk through fire and lava unharmed.
- Ice Skates Without these, you'll slide all over the ice with no control. As soon as you have these equipped, you'll be skating like the wind.
- Flippers You can't swim, so you'll need flippers if you want to cross any deep pools of water.
- X-ray glasses Use these to see all the interactible objects in the level, even through walls!
- Teleporters You can't pick these up, but you can use these pads to cross vast distances in an instant.



A rare purple gem! Collect them all!

SCREENSHOTS







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