**TOWER QUEST**

**An MPK production**

**Produced By:**

Kazuma Sato: 100 948 212

[kooljapanese@gmail.com](mailto:kooljapanese@gmail.com)

Pavel Boraniev: 100 972 255

pavel.boraniev@gmail.com

Mark Gallant-Wheeler: 100 800 311

mark.gallant@live.com

1. Backstory

For ages, “The Tower” has stood in existence, hushed away on the furthest end of the realm. "The Tower" is viewable only from a deserted keep; jutting from foggy shrouds deep within jagged ravines a long distance away. Seeking new land, dilapidated lords venture forth to conquer, fallen knights pursue kingship, and impoverished mercenaries search for riches; losing themselves to legend. Yet rumors still entice adventurers young and old to try their hand at quick glory. Is it something you too will seek?

1. Controls And Gameplay
   1. Description

In this 2-D platformer game, a single player controls a Nameless Adventurer on his journey to reach the top of “The Tower”.

To reach the top of The Tower, the player must cross through the Treacherous Village filled with clumsy and quick enemies, must make precarious crossings across fetid pits through decrepit huts and housing to reach The Tower. Treacherous Village will have a scape of earthy tones and objects: huts will be made of whatever the residing enemies could find in a dirty field to fortify or build their structures.

After crossing through the Treacherous Village, our player makes it to The Tower which they must climb. In climbing The Tower, the types of enemies our player encounter will change: they are less willing to fall from ledges, will pursue the player as they climb and can be waiting in ambush to attack and may have erratic moving patterns to bait the player. There will be many various gaps, platforms, moving platforms and doors to manipulate as you traverse upwards through the tower. The scape will have a dark haunted feel; falling from platforms will kill the player making The Tower more precarious than the Treacherous Village, forcing the player to feel cramped and to think about how they will traverse the environment safely. Upon reaching the top of the tower, the ending screeen is played.

Our Nameless Adventurer although steadfast and brave, can jump his own height, take many hits and recover his hp from pickups instantly, yet only has knowledge of two attacks. The first attack is a long range poke that will miss low or high enemies and the second is a broad sweep in front that covers his front much better but has less range overall. Upon the slaying of an enemy they will drop coins for our knight to collect to increase his score. Additionally, there is also an independent clock for each level which will add to the player’s score the quicker they reach the end to encourage player to push our brave and greedy fellow forward in a timely manner.

* 1. Mechanics
     1. Player Mechanics

Our player game mechanics will be those similar to a side scrolling platformer. The player will control our Nameless Adventurer using their keyboard (either arrow or wasd keys). They will be able to move left, right, jump and attack. When performing jumps, the player will be able to still control the avatar’s movement. There will be two types of attack: stab and slash. Stabs will have a longer, poking range but cover the player less, making them vulnerable to low and high attacking enemies. Slashes will have less range, but will be able to cover the player’s avatar more effectively. In addition, the player will be able to take two hits before losing a life and getting hit will reduce your score. Upon starting a new game or continuing after a game over, their score will be reset at that time and will be still allowed to continue from the level that they lost their lives in losing lives also reduces your score.

* + 1. Enemy Mechanics

Various enemy mechanics will make the game more interesting and make the player feel challenged. They will have stiff motions, drifting either left or right. Enemy behaviour will vary drastically however, some will fall from ledges, others will move erratically or bounce along, short quick ones will try to ambush the player, flying ones will attempt to strike at odd angles. This will add a good amount of variety to the game and make it challenging. When enemies hit a player, the player will be hit-stunned and pushed back slightly.

* + 1. Environmental Mechanics

Environmental mechanics will be based on platforming elements and door/switch interactions (switches may also control platform movement). The Treacherous Village will feature less of this, but The Tower will contain a variety of moving platforms and doors the player must traverse. Both levels will have a strong presence of death pits.