Tower of Heroes

The game starts, and three glowing lights come into view, and a guardian approaches.

The three souls are of people who are unfulfilled and without direction, who have come to this tower of trials to become heroes of their own.

The angel asks each of the souls what kind of powers they would like to help them in becoming a hero.

“Gain the power of a knight.” “Gain the power of a blacksmith.” “Gain the powers of healing.” “Gain the powers of alchemy” etc etc.

With their wishes granted, the party of three enters the tower.

After defeating the boss of the first floor, the angel comes back and congratulates the party, and heals them / tells them they can rest, and then sends them forward to the next floor.

This repeats after each floor, the angel is the only source of dialogue in the game, and the dialogue can be based on the affinities you’ve been strengthening the most.

[The following is only a potential idea. Nothing more]

Every 3 floors, so on the 3rd, 6th, 9th, 12th, and 15th floors, a special boss is in the boss room instead.

This boss takes the Affinities not yet encountered as a boss, and makes the boss of that level the MOST FAVORED affinity currently of the character’s party.

So on the 3rd floor, if most of your affinity choices up to this point had been RED, then the boss will have an affinity of RED.

On the 6th floor, the boss will be the most favorite affinity that is NOT RED, so perhaps if Black was the second most choose affinity.

Until the final floor, 15, where the Affinity that was least choose will be the final boss, so if your party had not leveled Green very well at all, then the boss will be doing Green damage, and it will hit very hard.

After beating all the bosses, a final floor appears with the final boss, questioning if the party had truly found who they really were. Asks each member if they like what they’ve become, be it an aggressive and dominant personality, or a calm collected strategically planning personality, or a deceiving and conniving methodically plotting personality.