Draft Game

Git Repo: https://github.com/Nelderingg/terror-tower.git

WebGL: Terror Tower

Video: (33) Terror Tower - YouTube

Added Assets: Animated Pixel Adventurer by rvros

Music: Celtic Music - Freedom

The Best Team - Intro to Game Dev Fall 2024

Nate Eldering (CS), Giovanni Cassella (CA), Colin Merritt (CA), Mezmure Dawit (IS)

High Level Concept

- **Title: Terror Tower**
- **Foddian Platformer Game, 1 Player Game**
- **This is a faudian game based on climbing a very large tower through a teleportation system that functions like standard jumping but obscures the players model until they land adding an additional challenge to coincide with the increasingly challenging level design.**
- **Incorporating player model obstruction has not been done before and will add a unique challenge to the already difficult base game making the experience a fun challenge for those who are fans of difficult platformers.**
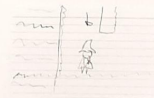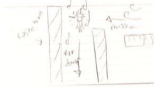
Design Specifics

- **This is a PC & Keyboard game.**
- **For platformer fans of any age range.**
- **The MVP Game loop is based on jumping from platform to platform with increasing difficulty through platform placement and environmental factors like wind or ice, with severe possible setbacks depending on missed jumps.**
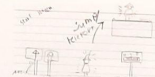- **The game will be free to play.**

Paper Prototype

Asset List

- Floor and wall assets include: Grassy Floor, Grassy Wall, Tower Floor, Tower Wall, Ice Floor, and Ice wall.
- BG assets include: Start Screen art, Pause Screen art, Button art, Grassy Background, Grassy Background Transition, Tower Background, Tower Background Transition, Icy Background, and Icy Peak.
- Other assets: Wizard Character, Instruction Signs, Teleportation Effects, Magic orb on stand (end goal)
- Hero Assets: Wizard Character, Floor and Walls
- Filler Assets: BG Art, Menu Art, Teleportation effects, Props
- Custom Assets: Menu, Character, Floor/Walls, and Props
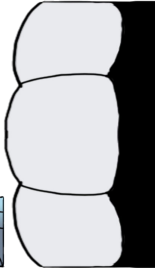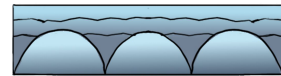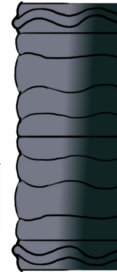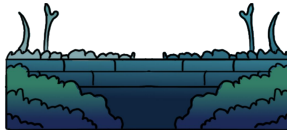
Calendar and Roles

- Team Roles: Giovanni Cassella (2D Art/Level Designer), Colin Merritt (2D ART/Level), Mezmure Dawit (UI/Animation/Special Effects), Nate Eldering (Gameplay Coding/Level Testing)
- Design Refinement & Planning. (Week 1)
  - Refine one idea based on Pitch session and feedback.
  - DELIVERABLE - Refined proposal doc.
- MVP Development. (Week 2)
  - (Nate Eldering) Develop functional core mechanics.
  - DELIVERABLE - MVP.
  - (Gio C, Collin M) Finish half
    - Review in class.
- Design and Asset Creation. (Week 3)
  - (Gio C, Collin M) Finalize visuals and audio.
  - (Gio C, Collin M) Create / source assets.
  - (Mezmure Dawit) DELIVERABLE - Refined asset list with documented sources.
    - Review in class.
- Development and Integration. (Week 4)
  - (Gio C, Collin M, Mezmure Dawit) Integrate assets.
  - (Nate Eldering) Test and refine gameplay.
  - DELIVERABLE - Playable game.
    - Review in class.
- Test, Fix, Deploy. (Week 5)
  - Final Playable Game.
  - (Nate Eldering) Upload Project Documentation to itch.io
  - (Nate Eldering) Submit Git to Canvas (with itch.io linked in ReadMe)
  - Post analysis on Canvas. (What went well? What didn't? Why?)
  - DELIVERABLE - Work on itch.io & Unity.play
    - Present Final work to class.

Group Project Plan - Next 5 Weeks
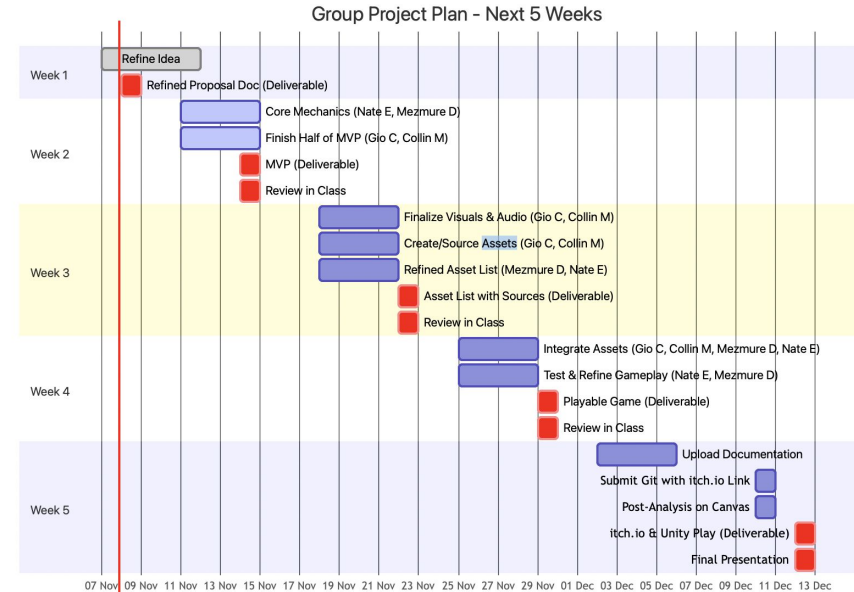
References

- Coding Reference: [HOLD JUMP KEY TO JUMP HIGHER - 2D PLATFORMER CONTROLLER - UNITY TUTORIAL](#) / [Project Setup - 2D Platformer Crash Course - Unity 2022 Tutorial (Part 1)](#) / [6 Minutes MAIN MENU Unity Tutorial](#) / [c# - how do I make a wind that pushes a player in unity 2D - Stack Overflow](#) / [How to Create Bouncy Balls, Icy Surfaces and More using 2D Physics Materials in Unity!?](#)
- Asset Reference: [Mossy Cavern by Maaot](#) / [750 Effect and FX Pixel All by BDragon1727](#) / [Necromancer (Free) by CreativeKind](#)
- Possible Risks: Teleportation Mechanic, Not enough final art, Level Hazard coding