

Design Document For:

Tower of Eden

Game Overview

Eden; A perfect world, where everyone's needs are made. A futuristic paradise, where anyone and everyone has access to anything their hearts desire. Mankind is at their peak of technology & advancement.

Then one day, a catastrophic event causes the town to fall in ruin. A huge tower erupting out of the ground causes massive tremors and earthquakes. The earthquakes caused by this tower shooting out of the ground destroys a lot of the city, most of it's foundation, and most of it's technology that people relied on. The massive unknown tower that just seemingly popped up out of nowhere puts the people in a panic, as anarchy begins to spread due to the common needs and wants of the people are no longer being fed to them by their creations.

Once a thriving, city filled with all your dreams, have now become a ruined city of chaos. The only rules now are those that are governed by the people.

Rumours over the years begin to spread about what the Tower holds and what purpose it serves. It is believed that a magical object of great power rests on the top of the tower. The only indication being a faint blue slowly pulsating light glowing amongst the very top of the tower.

Many desperate men and women have ventured into the tower to reach the top in hopes of achieving their desires. The "lucky" ones return with a broken will. Most, never return at all...

Game Plot

Your name is Adam; a young boy who lives with his family and younger sister. You were born years after the tower's eruption, so you only know of the previous world from what your parents have told you and what you have read.

Content with the world you currently live in, you spend your days running through the ruined city of Eden. Metal rod in hand, you go on race through the city, using your imagination for the adventure.

During one of your imaginary quests, your sister decides to follow you. You are unaware of this. During your adventures you accidentally stumble across a wild/stray dog who is scavenging for food. You have only seen and heard about dogs in books. Scared, but curious you approach the dog and call out to it.

Despite your best efforts, the dog is not friendly and begins to chase you. As it's about to attack, your younger sister steps in the way, getting bit. Your shock and fear soon turns to anger and determination. Once you fight and chase the dog away, you pick up your sister and rush back home.

At home, your parents do all that they can to clean and patch up the wound, but without medical supplies to disinfect and properly clean her wounds, she doesn't get better and her wound starts to get infected, leaving her in a high fever.

Remembering the rumours of the Tower and what it may hold, you mention the idea of the Tower to your parents, which both at first shrug off the idea. However, your dad soon reconsiders the idea, and suggests entering the tower himself in hopes of reaching the top. You ask to come along, but he doesn't let you. Your father leaves to venture into the tower, despite your mother's pleas.

Days pass and your sister isn't getting any better. You begin to demand to go in the tower after your dad in hope of finding him and reaching the top. Your mother forbids the idea and suggests staying and waiting for your dad to return.

"My sister will die if I don't do anything! I can't just sit here. I have to try.."

You ignore your mothers warnings, and set out towards the Tower, not knowing the dangers you may face.

Game Focus & Mechanics

Adam fights his way through monsters, puzzles, and bosses to ascend the tower. Each floor has an objective that needs to be met in order to unlock to reach the next floor. As Adam ascends the tower, he can find various weapons and other items to update his arsenal. The game isn't purely a hack-and-slash, and more often than not, requires the player to think outside the box on how to overcome obstacles. Through all of this, the story of Adam will continue to play out, and the mysteries of the tower will start to unravel.

The game will be heavily story based and mixes old style rpg elements, with cunning and innovative modern gameplay. No two floors are alike, and the Tower isn't what it seems.

Weapons

There will be various weapons which Adam can receive and find throughout the game. Some weapons swing faster, deal more damage, or have other specific effects.

Hearts

Various items in game can be obtained by killing monsters or finding them. Such items can include little hearts which can heal Adam's current health if any is missing. However, Adam cannot carry these hearts and these can only be obtained through killing mobs.

Health

Adam has a red bar on the hud of his screen which shows his current health. If he takes damage from enemies or traps, his health will drop. Health can be healed by picking up hearts or saving at an "altar".

Armor

There isn't actual "armor" you can find in game, but as Adam ascends the tower, he slowly gains strength from the previous battles, which passively increases his health the stronger he gets.

Save/Checkpoints

There will be little "altar's" which act as savepoints at which the player (Adam) can save at. There will be various slots in which the player can choose what slot to save their current state at. There are also small checkpoints when going through a level, in case Adam dies during the playthrough of the level. However, these small checkpoints will not be saved if the player quits the game. Only way to save permanent progress is to save at an "altar" at the end of each floor/level.