**Game Over**

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**High Concept**

A 2D roguelike set in a Victorian themed tower, infested with monsters, where the player goal is to try and reach the top.

**Features**

* Climb the tower and see how many levels you can reach before you Game Over.
* As the player climbs the tower more monsters will appear.
* Helpful items are available to replenish the player’s Health stat.
* Breakable objects are generated around the levels that players can use to maneuver around enemies.
* Players can attack the enemies.
* Every step you take you lose a Health Point, quickly grab all the healing items you can.
* Strategize, avoid fighting and run up the tower.
* Reach certain checkpoint levels and fight a Boss monster to continue.
* Power ups will affect the player’s stats, such as more damage dealt or temporary invincibility.
* Get the special item and destroy all monsters in a level.

**Player Motivation**

Players try to make it to the top to uncover the secret that awaits them.

**Genre**

2D Roguelike Game, Action, Adventure

**License**

* Castlevania
* The Legend of Zelda
* Unity

**Target Customer**

2D Roguelike and Metriodvania fans

**Competition**

None

**Unique Selling Points**

* Endless fun
* Frequent free updates that add new levels

**Target Hardware**

Desktop

**Design Goals**

* Quick and easy games, something you can play when on the go.
* Randomly generated levels, random monsters, random loot.

**Story**

A hero you must be. You journey towards the castle to vanquish the horrors inside to grant the lands freedom from the darkness. As you climb the tower you learn secrets of the land, of the people, of this castle, and of yourself. Are you a hero?