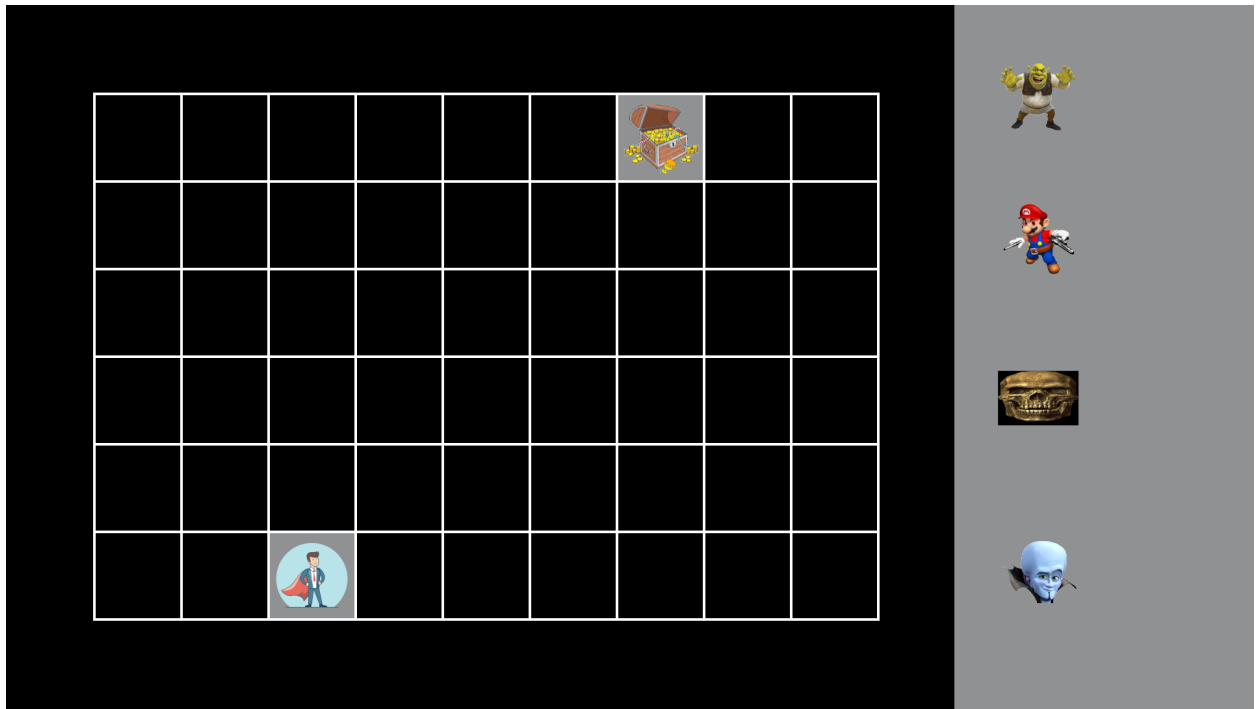


TILE HERO

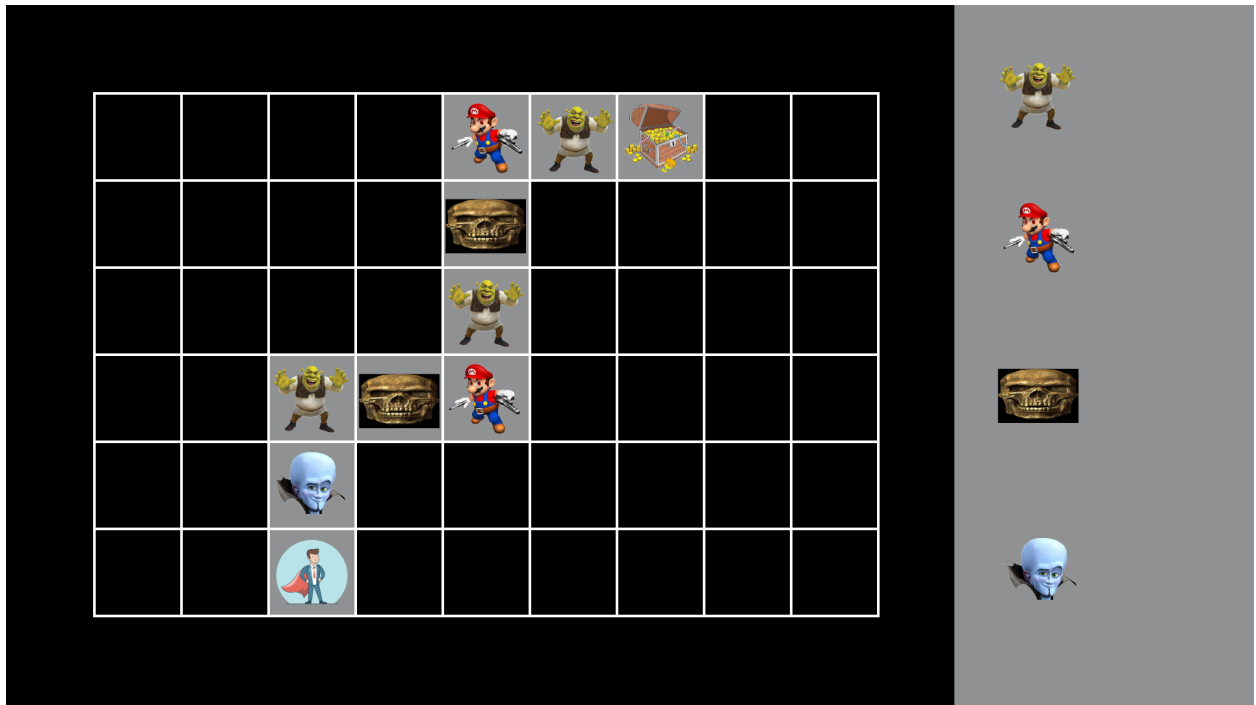
Start

help

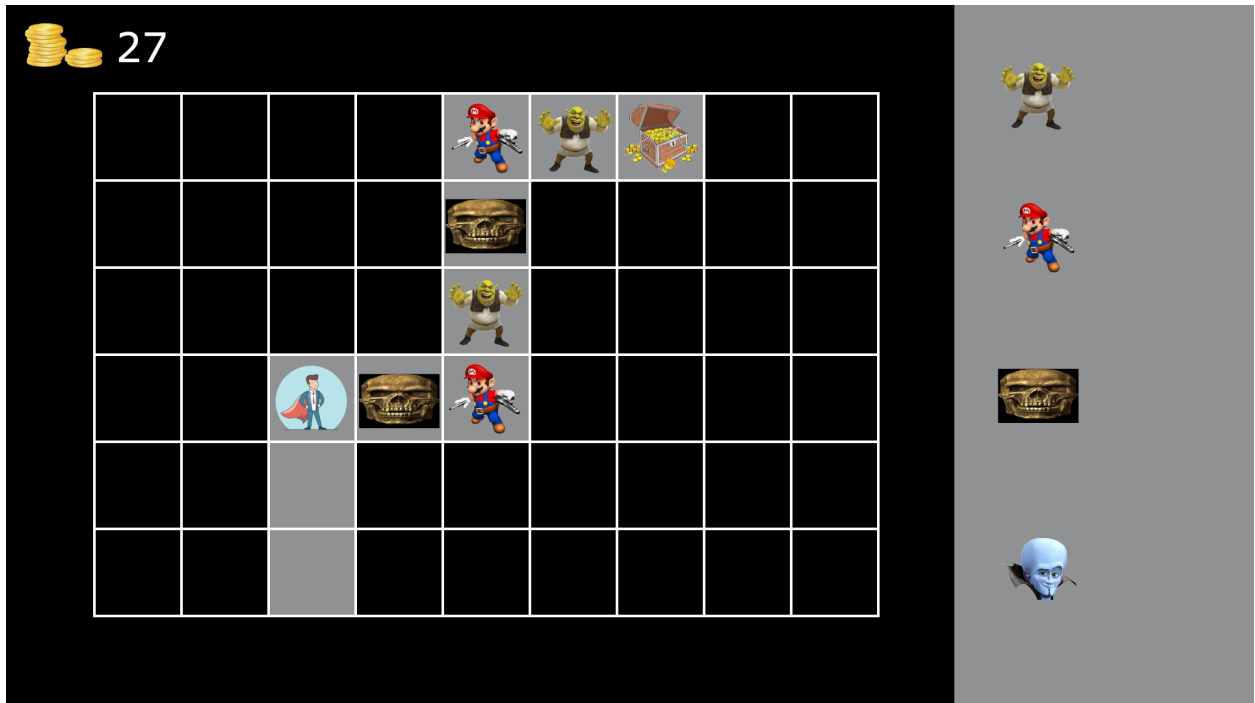
The game opens on a menu screen. Art contextualizing the game and setting would appear here, as well as the game's title. Options for starting the game and for learning about how the game is controlled would also be here.



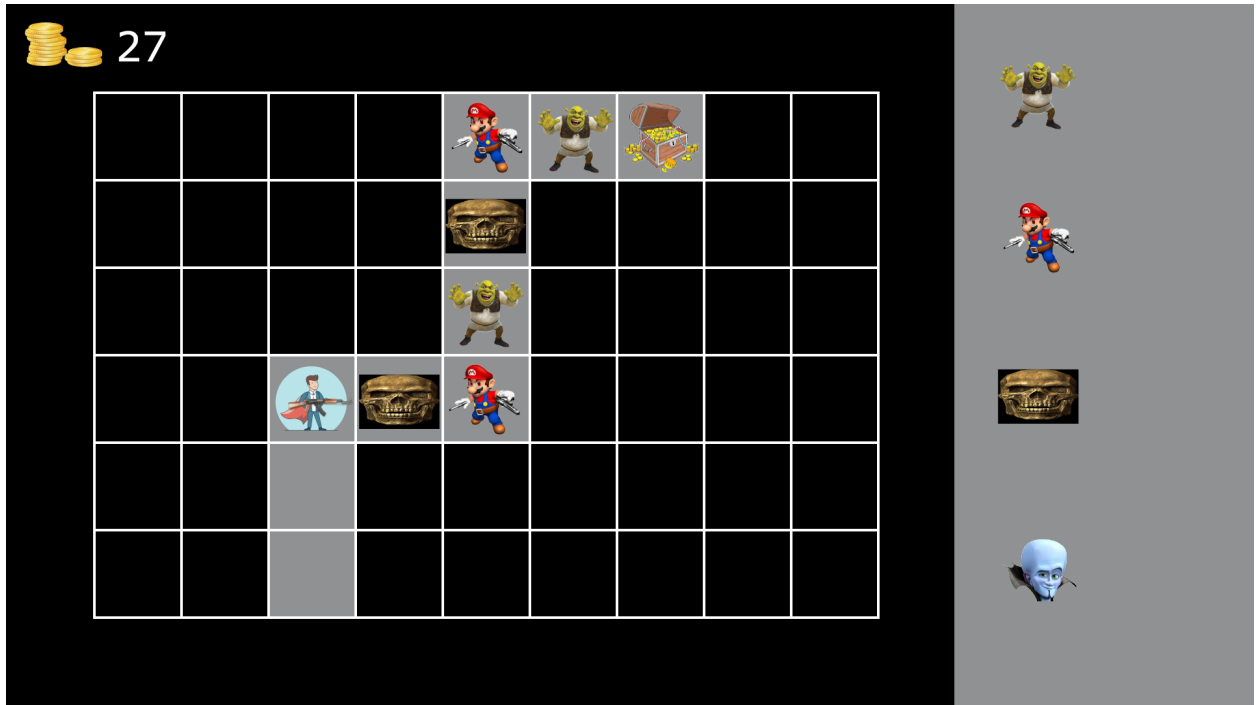
Upon starting the game, the player is presented with the game's interface. Composing the right of the interface is the Tile Inventory, a menu containing the tiles available for the player to use. Composing the majority of the display, a grid-like map of empty tiles. At one point in this grid is the starting tile for the Player's hero. At another point on the grid is the goal tile for completing the level.



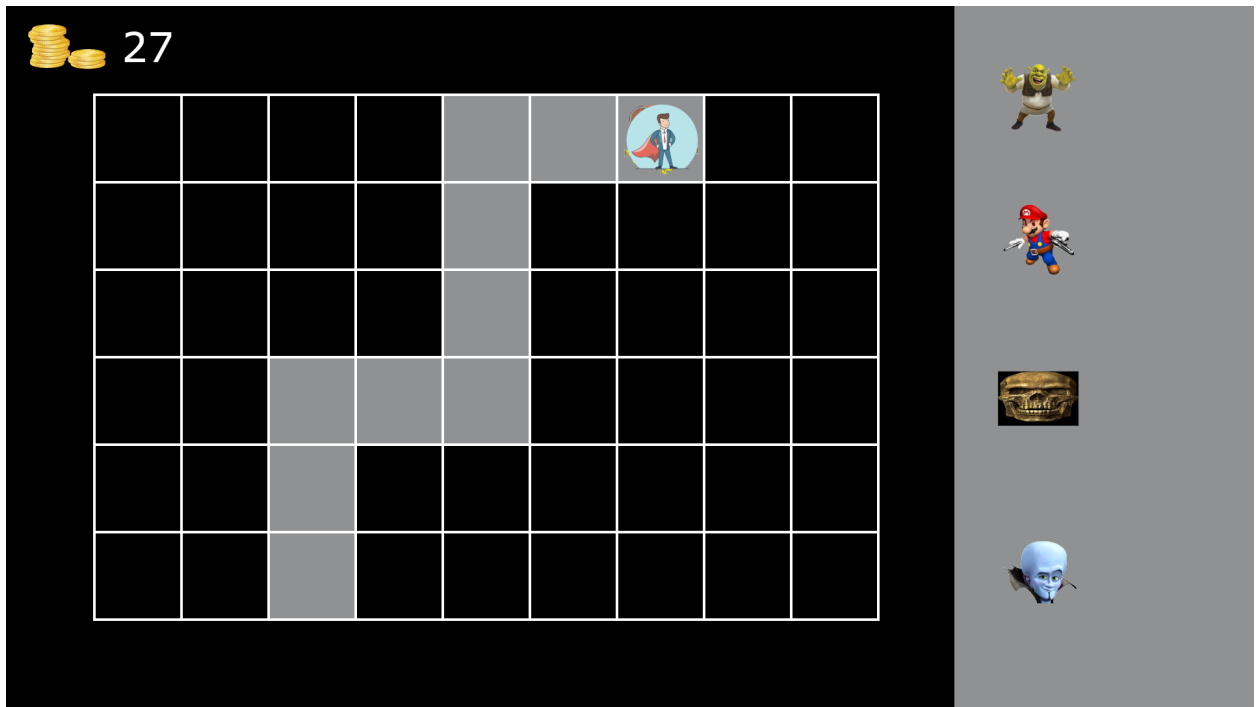
The player can drag tiles from the Tile Inventory onto the game map one by one, creating a path of tiles between the starting tile and the goal tile. The tiles the player uses, the amount of tiles, and the path created are all determined by the player.



Once a path is created, the player can press Start. The heroes will then attempt to traverse the created path, fighting any monsters along the way. As the heroes defeat monsters, the player's gold count will increase. Defeating more monsters will earn the player more gold. However, the player must be careful not to create too difficult of a path between the heroes and the goal, or the heroes will die and the player will lose the game.



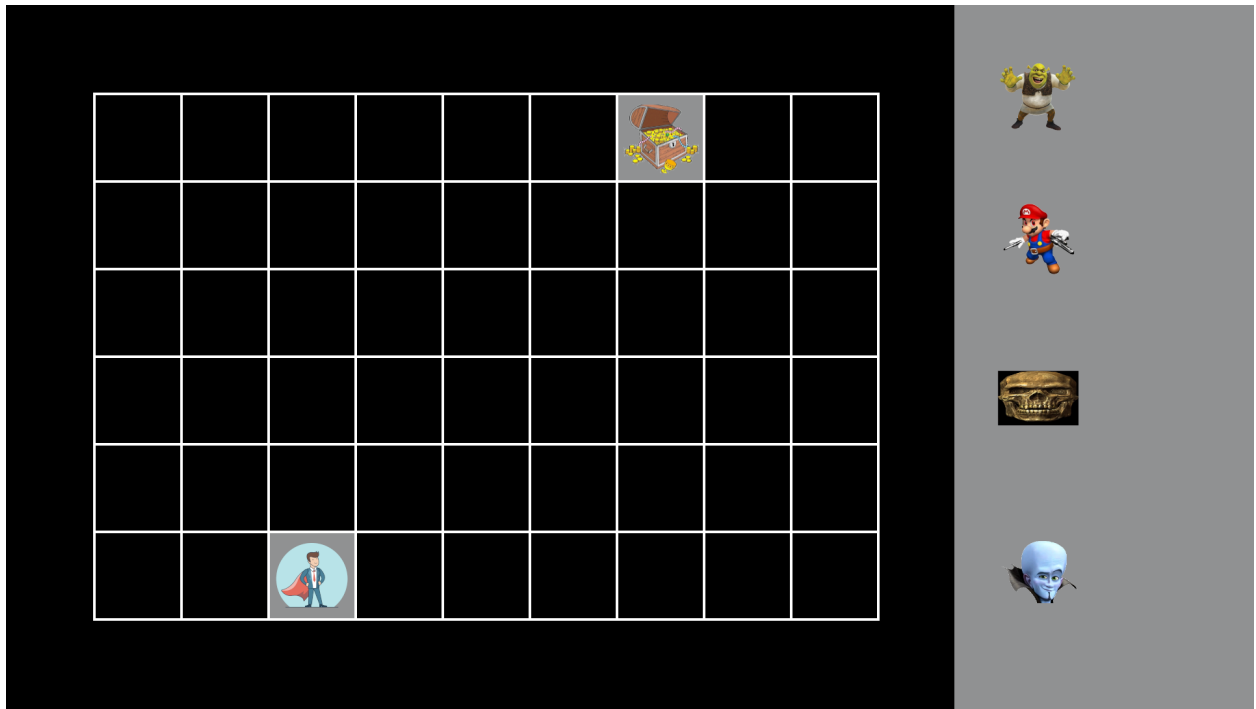
The heroes may also have access to items and abilities, which can modify how they interact with the monsters along their path to the goal.



Once heroes clear all the monsters along the path to the goal, the heroes will reach the goal tile and the level will be complete.



Once the level is complete, the player will be presented with menus for modifying their heroes, such as through buying items or the previously mentioned abilities.



Once the player leaves the menus, they will be returned to the primary interface of the game and will have advanced to the next level. Once the player traverses all the levels, they will have completed the game.