

TOWER OF TRIALS

Info Sheet

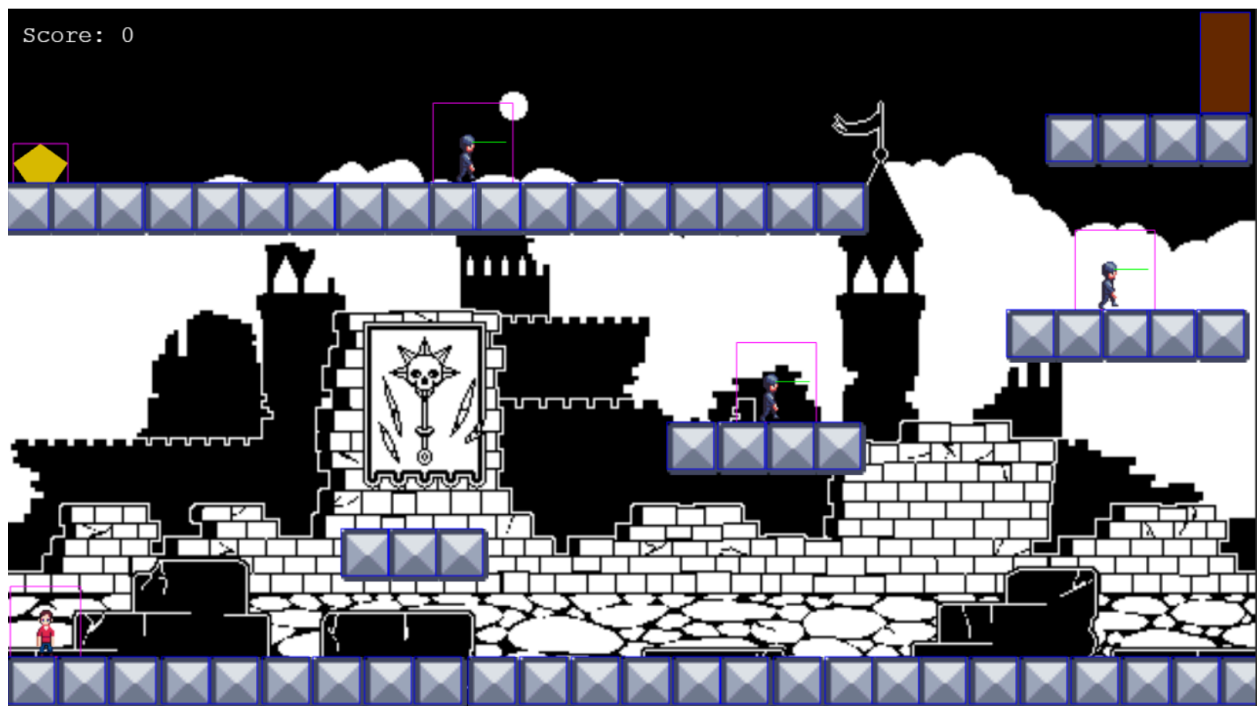
Developers: Justin Coleman, Delvin Berry, Edgar Gonzalez.

Release Date: December 10, 2025.

Genre: 2D Platformer/Maze Game

Availability: Desktop, Android, iOS

Gameplay Website: <https://csci591usca.github.io/MazeGame/>



Jump into the action packed Tower of Trials, defeat enemies, rack up your score and find your way out!

Game Description

Tower of Trials is a fast-paced 2D platforming maze experience where players navigate dangerous layouts, encounter dangerous enemies, and aim for stronger performance through replayable runs. This game blends precision platforming with maze-like decision-making, which encourages players to discover the safest, fastest path possible. The game is built for both desktop and mobile, Tower of Trials supports quick sessions and repeat attempts, making improvement a core part of the experience.

Detailed Features

- Platforming challenges that test timing, movement, and route planning.
- Score driven play.
- Mobile friendly experience with responsive gameplay and interface.
- PWA-ready design.
- Distinct visual style using custom characters, audio, and backgrounds.
- Increased difficulty after each level.

About the Developers

Edgar Gonzalez

Role: Developer/Programmer

Helped create and manage the first level of the Tower of Trials.

Delvin Berry

Role: Developer/Programmer

Created the main character sprites and audio and incorporated them into the game.

Justin Coleman

Role: Developer/Programmer

Helped with the logic behind the objects in the game.