

# TOWER OF TRIALS

## Info Sheet

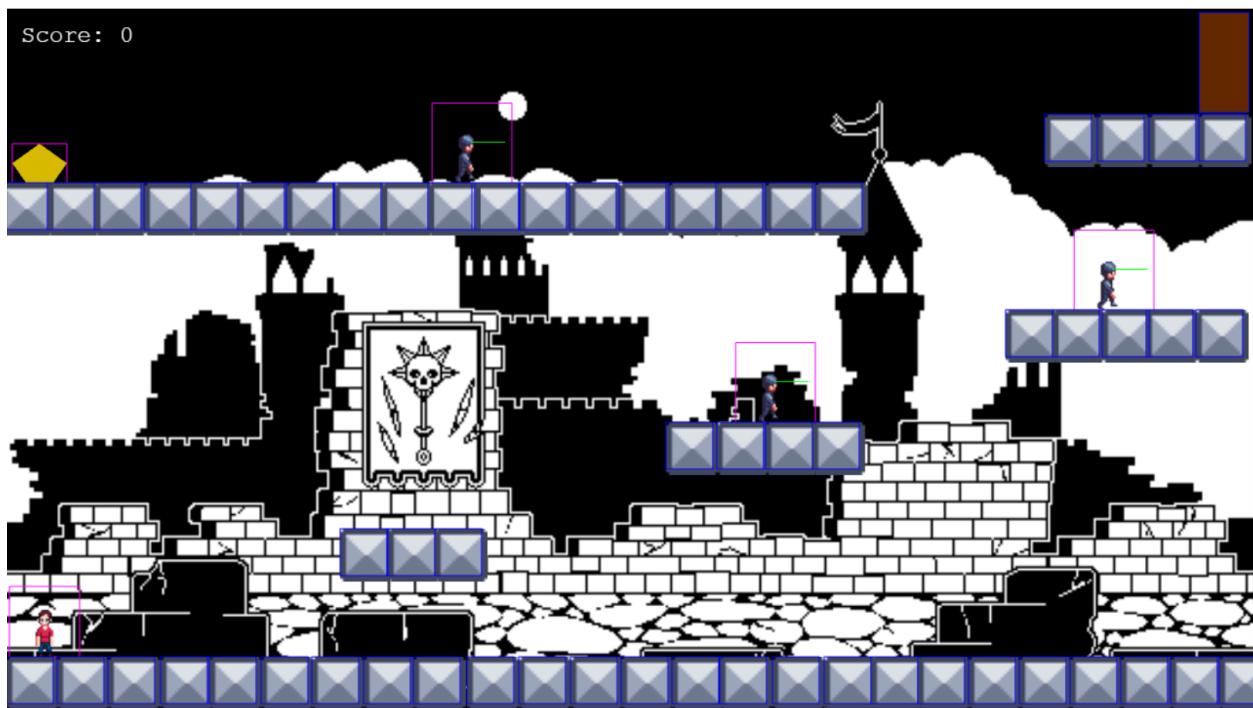
**Developers:** Justin Coleman, Delvin Berry, Edgar Gonzalez.

**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.