

# Tower of Greed: Project Design Pitch

Gambling Weebs Inc.

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# Game Description

- Turn-based roguelike dungeon crawler with high-stakes decision-making
- Players start with a fixed entry and climb randomized floors for growing rewards
- Each floor presents enemies, traps, loot, or modifiers—no two runs are the same
- Core gameplay revolves around risk vs. reward: climb higher or cash out early



# TOWER OF GREED

## CORE DESIGN



### Risk vs. Reward System

- Every floor increases your reward multiplier and difficulty of encounters



### Procedural Encounter Generation

- Floors randomly generate enemies, traps, and other events



### Class Diversity

- Each class has unique abilities and elemental affinities

# Game Design

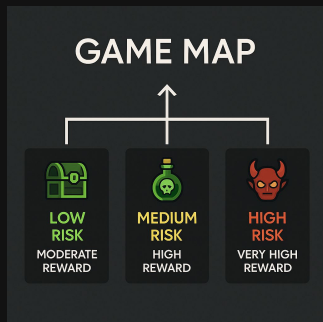
- **Core Loop:** Choose a class, pay a fee, ascend the tower, survive, and decide when to cash out
- **Risk vs. Reward System:** Floors can increase your reward multiplier and the difficulty of encounters or may have negative encounters
- **Procedural Encounter System:** Floors randomly generate from pools of enemies, traps, potions, or events
- **Class Diversity:** Each class has unique stats, abilities, and elemental strengths/weaknesses (e.g., Ice Mage vs Fire Golem)
- **Simple but Strategic Combat:** Turn-based actions and a clear damage type / elemental weakness system reward tactical thinking
- **Gambling Tension, Safe Execution:** Inspired by casino psychology, but implemented with fake currency and safe mechanics
- **Replayability First:** Every run is fast paced, varied, and rewards experimentation—perfect for casual and competitive players

# Concepts and Systems

## Gambling / Wagers

### Risk vs. Reward Loop

Players risk a buy-in to climb the tower. Each floor boosts their multiplier, but dying loses everything. It's all about knowing when to cash out.



## Floor Generation

### Procedural Encounters

Each floor is randomly built from traps, enemies, or loot. No two runs are the same, and difficulty rises as you climb.



## Combat

### Turn-Based Tactics

Turn-based with simple choices: attack, block, ability, or item. Elemental weaknesses make strategy matter without overcomplicating.



## Classes

### Different Play Styles

Players choose from distinct classes with unique abilities and stats. Each class feels different and opens new strategies.





# Competitors

Wager and  
Ante Based



Balatro

Randomized Levels  
and Bonuses



Hades

High Risk Based



Risk of Rain 2

Base Prep



Darkest Dungeon



Dungeons and Degenerate  
Gamblers



Slay the Spire



Enter the Gungeon



Soda Dungeon

## Wager and Ante Based



### Balatro

**Poker-style roguelike** where players create hands to beat blinds and bosses, with escalating antes and shop upgrades.

- Addictive hand-building and smart economic progression
- Minimalist but deep replay loop
- No real sense of risk or punishment for losing — lacks tension payoff



### Dungeons & Degenerate Gamblers

**Blackjack combat roguelike**, where card risk equals damage; shops and upgrades between fights.

- Push-your-luck card system tied to health and progression
- Themed well around gambling archetypes
- Limited encounter variety, less tension beyond the card draw

## Randomized Levels and Bonuses



Hades

**Action roguelike** with randomized levels, divine boons, and meta-progression from the underworld.

- Smooth balance of randomness and skill
- Story integration with gameplay loop
- Not gambling-focused — risk is based on combat, not chance



Slay the Spire

**Deckbuilding roguelike** with layered strategic decisions and randomized relics, cards, and enemies.

- Deep synergy potential and strategic planning
- Excellent run variance with meaningful relic choices
- Very structured, less “casino-like” tension or unpredictability



## Synergistic Chaos



### Enter the Gungeon

Top-down bullet-hell roguelike where players dodge through procedurally generated rooms and collect dozens of wild, uniquely-behaving guns.

- Modular synergy: guns and items interact in chaotic, creative ways
- Room-by-room tension: decisions must be made in split seconds
- Skill-dependent survival: dodging and aiming are core to winning



### Dead Cells

Top-down bullet-hell roguelike where players dodge through procedurally generated rooms and collect dozens of wild, uniquely-behaving guns.

- Modular synergy: guns and items interact in chaotic, creative ways
- Room-by-room tension: decisions must be made in split seconds



### Risk of Rain 2

3D action roguelike emphasizing speed, crowd control, and exponential scaling through randomized item stacking.

- Time increases enemy power constantly.
- Items combine for insane effects over time.
- **Replay-focused:** Every run is fresh and fast-paced.

## Base Prep



### Soda Dungeon

A lighthearted auto-battler where your tavern is your hub for upgrading loot, hiring adventurers, and unlocking deeper dungeons.

- **Tavern as upgrade center:** Invest in furniture, portals, and gear vendors to expand your run options.
- **Idle-friendly design:** Gold is brought back after runs to improve future efficiency.
- **Low-stress progression:** Runs get deeper and more rewarding with better prep



### Darkest Dungeon

*Gothic dungeon-crawling roguelike* with heavy stress and permadeath systems; players must invest in hero upgrades, trinkets, and base buildings from a central town.

- **Prep-before-you-dive** gameplay — base is essential to survive later dungeons
- **Permanent costs** make decisions feel weighty (time, gold, mental state)
- **Quests and dungeon modifiers** create long-term planning depth

# Research Currency

● **In-Run Currency Economy:** Gold or currency is earned and spent within a single run, often on shops, upgrades, or healing. It resets at the end of each run.

- Games: *Risk of Rain 2*, *Dungeons and Degenerate Gamblers*

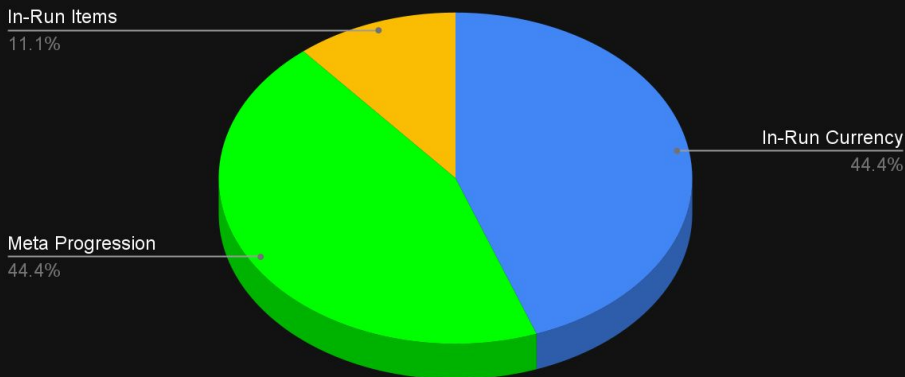
● **Meta Progression Economy:** Currency, upgrades, or loot are collected across runs and persist outside the game session, enabling long-term progression (e.g., unlocking new characters or buffs).

- Games: *Hades*, *Darkest Dungeon*, *Dead Cells*, *Soda Dungeon*

● **In-Run Item Economy:** Players collect items with intrinsic value (e.g., relics, cards, equipment) during the run. These items may impact combat, be cashed out, or define win conditions — but they don't persist across sessions.

- Games: *Slay the Spire*, *Enter the Gungeon*, *Balatro*

## Currency



# Research Combat

● **Turn-Based Combat:** Combat occurs in structured turns, where players and enemies act one at a time. Emphasizes planning, sequencing, and strategic decision-making.

- Games: Darkest Dungeon, Slay the Spire, Soda Dungeon, Balatro, Dungeons & Degenerate Gamblers

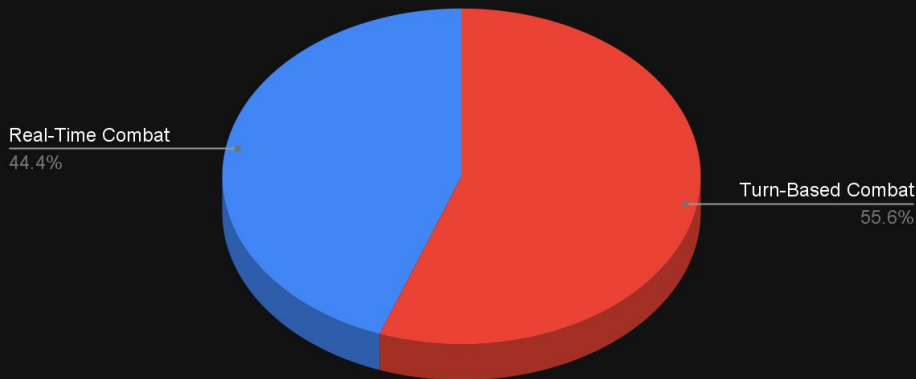
● **Real-Time Combat:** Players and enemies act simultaneously. Focus is on timing, reflexes, positioning, and fast-paced action.

- Games: Hades, Dead Cells, Enter the Gungeon, Risk of Rain 2

● **Non-Traditional / Minimal Combat:** Gameplay revolves around gambling, bluffing, or social manipulation rather than traditional combat systems.

- Games: Stake.com, Liar's Bar, Buckshot Roulette

Combat



# Research Progression

● **Unlock Progression:** The game adds new content over time—characters, items, mechanics—that persist between runs and expand replayability.

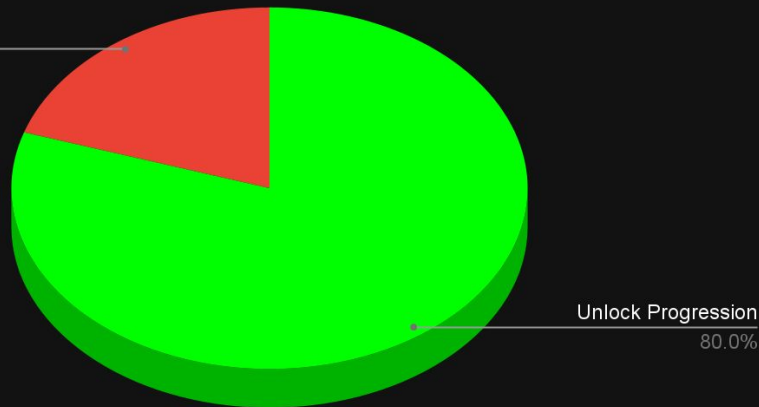
- Games: Hades, Darkest Dungeon, Slay the Spire, Dead Cells, Enter the Gungeon, Soda Dungeon, Balatro, Dungeons & Degenerate Gamblers

● **No Unlock Progression:** The game offers the same experience every time you play. There's no unlockable content that carries forward between sessions.

- Games: Stake.com, Risk of Rain 2 (*content unlocks, but no meta scaling*)

## Progression

No Unlock Progression  
20.0%



# Findings

## Competitors

- Balatro
- D&D Gamblers
- Slay the Spire
- Hades
- Risk of Rain 2
- Dead Cells
- Enter the Gungeon
- Soda Dungeon
- Stake.com
- Darkest Dungeon

## What We're Combining

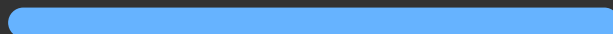
- **Balatro**: Risk-based ante and shop economy
- **Dungeons & Degenerate Gamblers**: Push-your-luck combat loops
- **Slay the Spire**: Strategic path choices and buffs
- **Hades and Dead Cells**: Meta-progression and procedural room paths, Base
- **Stake.com**: Online crypto casino known for high-stakes betting and real-time crypto payouts
- **Darkest Dungeon**: High-cost preparation, long-term resource management, and stress mechanics
- **Soda Dungeon**: Gold farming and tavern upgrades
- **Risk of Rain 2**: Time-based difficulty scaling and synergy-driven chaos
- **Enter the Gungeon**: Procedural weapons and rooms

## Core Concepts

Risk & Reward Loop



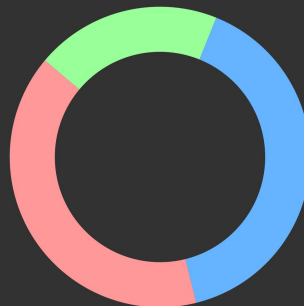
Simple Combat



Upgradeable Base/Character



## Importance





# Tower of Greed Concept



# Unity Engine Implementation

## Why we are using Unity:

- Unity is well-suited for 2D, top-down, turn-based games like ours
- Supports a clear and flexible grid system for tile-based movement and encounters
- C# scripting allows full control over combat logic, class abilities, and UI systems
- Prefab system makes it easy to reuse and randomize rooms, enemies, traps, and loot
- Unity's UI tools (UGUI) are reliable for menus, health bars, and reward systems
- Easy to prototype quickly and iterate on combat or map design
- Works well with Git for version control between team members



# Roles (Temporary)

## Gabe

### Project Manager & Game Designer

- Core gameplay design and balancing (combat, encounters, systems)
- Directs vision and creative direction
- Organizes task breakdown and weekly goals
- Manages communication and documentation
- Leads research and testing

## Kien

### Gameplay Programmer

- Implements turn-based combat system
- Develops player class mechanics and actions
- Codes enemy AI behavior and encounter logic
- Builds reusable prefabs for map elements

## Steven

### Systems & UI

- Handles floor generation and room randomization
- Develops risk/reward logic (wager system, multipliers, cashout logic)
- Creates and manages UI (health bars, combat menus, map overlays)
- Assists with saving/loading or future expansion systems

## Brendan?

### Flex Position

- Will adapt based on team needs during development & could assist with:
- Visual effects and feedback polish (hit impacts, glow effects)
- Sound design (combat sounds, ambience, music loop)

# Visual and Gameplay Examples/Inspirations



*Slay the Spire Map Choice*

Offers the player a choice about how to progress forward, in our case up the tower, showing some rooms can be treasures with good and bad loot, a fight, or a encounter



*Hades Home Room*

A time to make upgrades, unlock new items, gather and complete quests



*Darkest Dungeon Combat*

Turn based against enemies, also similar to pokemon and dragon quest.

# Tentative Timeline

Phase	Dates	Focus
Ideation & Research	July 1 – July 10	Define mechanics, refine concept, learn Unity basics, gather references
Vacation / Light Work	July 10 – July 29	Brainstorming, system design, Unity tutorials, asset collecting
Pre-Build Planning	July 30 – Aug 15	Finalize design docs, delegate roles, prep project structure
Build Phase Begins	Mid August	Begin Unity prototyping, class/encounter logic, basic map + UI layout
MVP Sprint #1	August – October	Combat, risk system, 3–5 floors, 1–2 classes, early test build

# Final Pitch

## Tower of Greed

- A top-down, turn-based roguelike focused on **risk vs. reward**
- Players climb a randomized tower with increasing difficulty and payout
- Inspired by Pokémon-style combat and casino mechanics (no real gambling)
- Built in **Unity** for fast prototyping and long-term flexibility
- MVP will include basic combat, 1 class, 3+ floors, and a working wager system
- Core loop is simple, replayable, and designed for fast iteration
- Team is small, agile, and focused on making a polished vertical slice
- Development begins **mid-August** after foundational design work is complete

# TOWER OF GREED





# Notes/Adjustments & Questions

## Notes/Adjustments:

- Do we have the player have their own coins that double as their money or do we have them obtain items and relics that they sell/cashout with? (Ex. I go in with 20 gold and hit a 3x then leave with 60 OR I find a rare sword and a rare relic each worth 30 gold so when I "cash out" it's the value of all my items)
  - Benefit of items is the player can now use a rare sword but maybe it can break or be taken but also then adds a lot of complications to how possible the routes are
  - People can bet all their money when it gets easier and leads to infinite money
- I want to incorporate some traditional DND mechanics such as using a D20 or D8 for rolling encounters
- Should each different class have the character have a certain negative perk like Darkest Dungeon?
- Far down the line but adding a CO-OP Mode?
- Unlocks aren't guaranteed to be found (found in a pool of all unlocks)
- Add rooms/Characters to unlock for bonuses

## Questions:

ADD SODA DUNGEON

ADD: Enter the Gungeon

HADES: upgrades aren't too powerful

Buying temporary 1 time use items and small permanent buffs

We don't wanna do floors 1-100 every time, so pay fee to skip floors as minimum and maximum

Max wager adds to the chance of a negative encounter

Player bets 110 when the minimum is 100, chance of bad encounter is up 2%

Separate costing towers, example tower 1 is only 1.2 and tower 2 is 2x

Have a bank encounter, can send x amount of money back home safe (keep a minimum/maximum)

Classes have different maneuvers for encounters. Each fail costs gold to redo and classes that are proficient in that skill gain advantage.