

Game Title: Through the Tower

Genre: Puzzler

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Summary:

*Character (Player):*

The player wakes up in a small room with no memory of how they got there. The only object in the room is a tablet with instructions on it, inviting the player to solve the riddle, unless they'd like to sit there forever. muahaha

*Interface/Gameplay:*

Keyboard/Mouse for solving puzzles and moving to the next room.

Upon completing a room's puzzle, the player will be able to move to the next room, or if applicable, what direction to proceed in. Primary gameplay loop involves solving puzzles to move on to the next room and gathering clues to where you are and how to get out.

Failing a puzzle has no specific consequence, other than blocked progression. The player is encouraged to try again!