

Tower Knight:

Title:

In Tower Knight you are a medieval undead warrior seeking to put an end to the Archdemons of your realm torturing lost souls. Each three levels will be a different Archdemons tower; Cryptis the Sorrow Weaver, Selenmoth the Mindbender, and Malacarth the Soulflayer.

Player Movement:

Running - 18 acceleration, 8 max speed, 22 deceleration.

Jumping - 3 jump height, 2.6 down gravity, 3.6 duration.

The player will be able to double jump and dash through obstacles/enemies.

Visual Asset Packs:

<https://kenney.nl/assets/tiny-dungeon> - custom background tileset, chest for gaining souls/items, ghost and mimic as enemies, gravestone as death marker, potions for usable items.

<https://kenney.nl/assets/pixel-platformer-blocks> - platform design.

<https://kenney.nl/assets/pixel-platformer> - spike obstacles, key and lock, extra decorations.

<https://www.pinterest.com/pin/pixel-knights-aug-2015-by-emimonserate-on-deviantart--14566398787827968/> - custom character sprite.

https://www.freepik.com/premium-vector/pixel-art-demon-angel-spirit_32017203.htm - custom archdemon boss sprites.

<https://www.kenney.nl/assets/particle-pack> - particle effects, souls for currency.

<https://kenney.nl/assets/fantasy-ui-borders> - UI design for menu, shop, and text pop-ups.

Custom lava sprite animation.

Audio:

<https://www.youtube.com/watch?v=JVsaNbPuvRI> - background music.

<https://www.youtube.com/watch?v=Nxx3Ti83TYk> - boss music.

<https://youtu.be/oMSCjGJp8Gk?si=gbCDXTHU0js0XqcJ&t=19> - shop music.

Custom sound effects for entering a level, entering a boss room, single and double jumps, dashing, interacting with chests, collecting souls/items, buying from the shop, using potions, and dying.

Collectibles:

Souls are the main collectible currency, they are found throughout the level or in chests, and can be spent at the shop for other potion items.

Low gravity potions can be found in chests or bought in the shop, allowing higher jumps for a short amount of time.

Defense potions can be found in chests or bought in the shop, allowing the player to take an extra hit.

Win Condition:

After successfully platforming through each level, the player reaches a door to enter the archdemon boss room. The player needs to evade the archdemon's attacks, and collect the three major souls it draws power from. Doing so purifies the archdemon, which the player can shop from or move on to the next tower. After purifying the last archdemon the player wins and the amount of souls they have remaining is their score.

Camera:

The camera will follow the player keeping them centered on the screen. The level will be several screen lengths vertically, in which the player has to climb the platforms to reach the top of the tower, while staying ahead of rising lava that immediately kills them.

Optional:

Double jump midair. A short dash with invincibility for alternate movement. Immediate death from rising lava boundary. Damage from obstacles and enemies is immediate death unless a defense potion is currently active, then the potion buff is lost. Ghost enemies patrol the platform they are on and Mimics spawn from some chests instead of items but don't move. High jump and heavy armor are power ups from potion items. Platforms crumble over time and then break from the player standing on them as a dynamic level element. The key to unlock the boss room and the shop from a purified archdemon are interactive items.

First Tower and Archdemon Boss room:

