Game Development Methodology

(2020/2021)

Tower Domination - Game Concept Pitch

Abstract

Our concept is that of a roguelike game with deck-building components, inspired by games like Slay the Spire. For acquiring the cards used for the deck building side of it we will be using a system more akin to that found in Dominion, in the hopes of giving a less random feel to this aspect of the game. However will still have random events and items but not tied to the deckbuilding aspect itself or at least not directly and not in a very impactful way.

1. The player's actions.

In the start of the game the player chooses their class, each class giving different bonuses/gameplay tweaks.
Afterwards, the player is presented with a maze-like display of rooms. Here, the player selects the path they will take into each room, where they can fight normal/elite enemies, collect treasures, rest at a campfire or engage in a special event.
After reaching the final room and beating the boss within, the player progresses towards a new floor with a new maze of rooms.

Core gameplay occurs during a fight:
The player has access to their deck, and draws cards each turn; they can use the cards to deal damage to the enemies, heal themselves, etc, or they can also buy more cards from a shop that is available during combat. Spell cards require mana to be played, whereas normal cards can be used without any requirements. Resource cards are used to buy new cards from the shop, where they get added to the player's deck.
If the player reaches 0 hp they lose; if there are no enemies remaining the player wins the battle, and returns to the maze of rooms.
On boss encounters, the player will be able to get an artifact that will empower them for the rest of the game.

2. The player's motivation.

the goal of the player is to reach the highest floor they can; when they die, the next game they play will be starting from scratch, now with more knowledge about the game. Each run, the player will keep improving in the game and (hopefully) reach new floors. Every run will feel different than the one before, but the player can choose the way of playing the game and the way they build their deck. If the player beat the final boss they go back to a harder version of the first level and gain a powerful reward.

3. A visualization of the game.

Currently, we don't have any clear type of art in mind and are open to different ideas.

Image 1: The maze of rooms. Each floor, the player will start in the grey room. They will have the option of choosing any of the paths that come out of it. They can choose any path, as long as they keep moving forward.

In **Combat** rooms they will engage in a battle. If they win, they return to this screen, and are able to progress towards a new room.

In **Elite Combat** rooms, they will fight a particularly hard battle.

In Treasure rooms, the player will receive a reward, ranging from a special card to add to their deck, or an artifact to empower their stats.

In **Campfire** rooms, the player will rest and regain their Health Points, and be cured of any debuffs they have.

In **Event** rooms, the player will be faced with any one of the previously mentioned rooms, but before entering the room the player has no knowledge of what type of room it will be.

Finally, in the **Boss** room, the player will fight the Boss enemy of that floor and if they succeed in defeating it they will proceed to the next floor.

Utility Spell (X, Y)

IMG

Card Type

Effect
Draw: 2
Mana: 1

Protection Spell (X, Y)

IMG

Card Type

Effect
Heal: 4
Shield: 1 (2 turns)

Damage Spell (X, Y)

IMG

Card Type

Effect
Damage: 3
Burn: 2 (3 turns)

Normal Card (X)

IMG

Card Type

Effect
Damage: 2

Resource (X)

IMG

Card Type

Effect
Worth: 1

Image 2: Types of cards.
Each card has a **Gold** value that represents its cost on the shop, as we can see on the top left, in a yellow circle. The cards that cost **Mana** have it represented on the top right in the blue circle.
There are five types of cards:
Utility spells have a green background and provide deck manipulation for the player, like drawing cards, gaining mana or discarding cards that you no longer need.
Protection spells are used for survivability and defense, where the player is able to shield and heal.
Damage spells are the ones that deal damage to the opponent, from single-target to area of effect and even damage over time.
There are also **Normal** cards that do not cost mana and have simple effects, like dealing or healing a bit of damage.
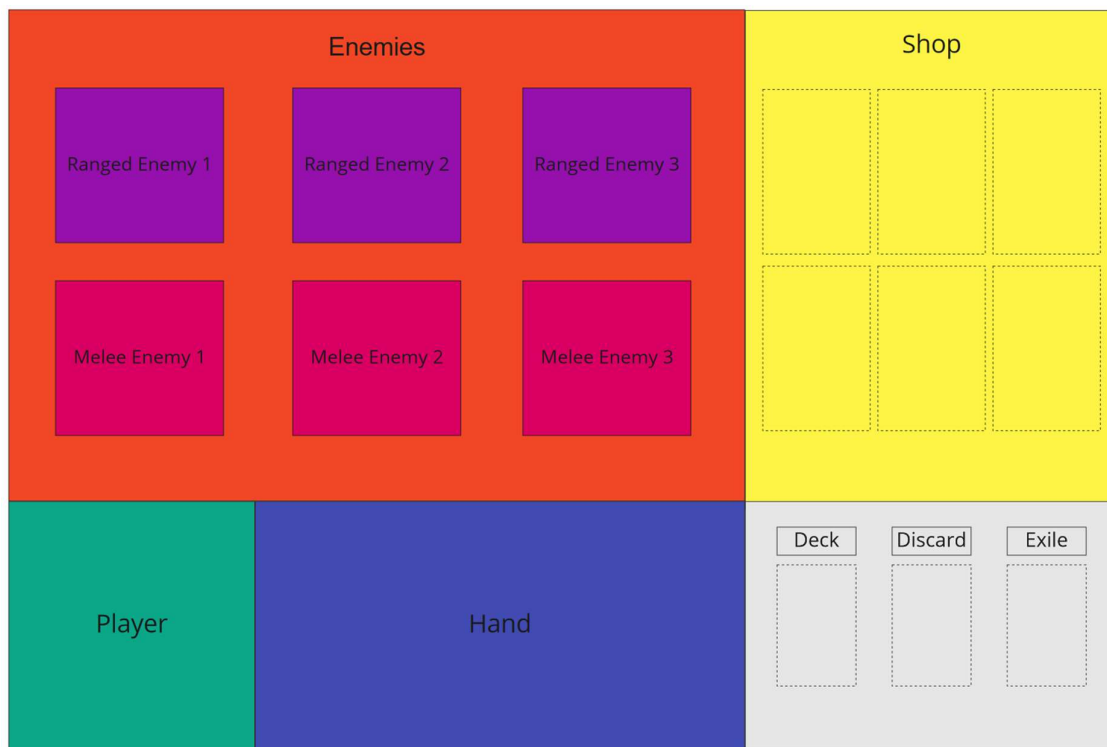Lastly, there are **Resource** cards, used as currency for the shop.

Image 3: Play area.
This image is a concept we came up with for a potential layout of the play area during a combat encounter. In it we have 5 distinct zones, the **Player** zone where you can see your stats etc, the **Hand** zone where you can see the cards in your hand, the **Deck** zone where you have your deck, discard and exile piles, the **Shop** zone where you can see the cards available for purchase on this level and finally the **Enemies** zone where the enemies you are fighting against (and their stats) will be.

4. The value of your concept.

We believe this concept is gonna bring a freshness to the deck building roguelike genre where we felt that most of the titles we played were leaning too much on the randomness of shops and certain boss encounters to allow you to build your deck. To change this, we looked at the deck building mechanics of games like Dominion and thought of a way to implement them in tangent with the more rogue-like nature of our game, thus giving the players more control over their deck than other games of the same genre.

Project Team

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