

Tower of Valor

Story and Theme

Story

In the land where our beloved heroes are having a dinner party at the castle, thousands of people are trying to have a special celebration of the new king. But disaster strikes when a mysterious evil wizard decides to take over the throne and using his spells to create his own army, and gets to make the rules of the kingdom. The team arrived occasionally, and decides to take on the wizard's challenge. Each player will be facing a free for all challenge to see who gets to the top to face him for a final battle.

Theme

The overarching themes behind Tower of Valor include: Medieval Times, Adventure, Bravery, Knighthood, and Magic.

Music and Sound

Music

- Two songs will be included in the game
 - Song 1:
 - Is peaceful, ambient, and has a sense of adventure to it.
 - Will be used for the menu screen as well as the starting area (before the lava rises)
 - Song 2:
 - Is intense, frantic, and epic.
 - Will be used after the lava begins to rise and the players must race to the top to survive.
 - Will also be used during the boss fight with the wizard. (Although probably sped up or something)
- Both songs would reflect the underlying tones and themes.
- Soundtrack composition hasn't been decided yet. Could be orchestral, retro, electric, etc.

Sound

Artwork, Sprites, Animations, and UI

Artwork

Sprites

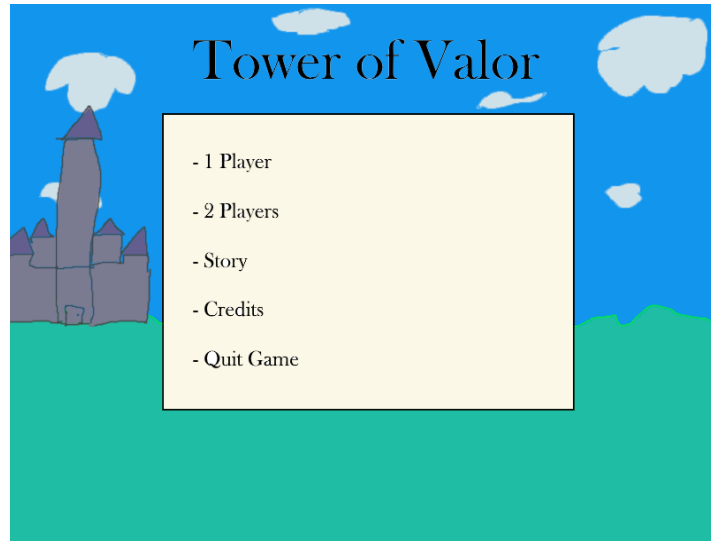
- **Castle platforms** - ex: stone walls, ladders, we need square sprites to build our level. This also includes sprites for incline/decline as well.)
- **Background image** - a backdrop to the game is needed. This is the background that is visible the whole time while players are moving up the level; should be inside a castle tower theme)
- **Knight Heroes** - Player Characters, should be exciting and stand out from other units; should make the player enjoy who they are playing with)
- **Possessed Armor** - an enemy unit that float from edge to edge of a platform. Is only the upper half of the armor (no legs). Vulnerable to melee attacks. Drops armor when defeated.
- **Gargoyle** - an enemy unit that is stationary in one area. Attacks players with a long spear. Vulnerable to Grab & Throw attacks.
- **Bat** - an enemy unit that patrols the skies. Moves from one point in the air to another. Vulnerable to Jump attacks. Drops a wing/s power up upon defeat.
- **Dark Wizard Boss** - Appears at end of the level. Hooded would be preferred. Players defeat the boss by picking up spawned blocks/items and throwing them at the boss's head. Bosses hands need to be large enough to jump on. Hands need to move up and down. Falls to platform where players melee the head of the boss.
- **Armor Power Up** - This is the power dropped by defeating a Possessed Armor enemy. Can be just an armor chest plate, shield, or armor helm.
- **Bat Wing Power Up** - Power up is dropped when defeating a Bat. Can be one wing or a pair of wings.
- **Gargoyle Power Up** - Coming soon...
- **UI Display** - Coming soon...

Animations

- **Knights** - frames needed for jump, grab, attack, throw, holding unit, being held, move left, move right, get hit, death
- **Gargoyle** - attack left, attack right, death, being held
- **Bat** - move left, move right, death, get hit
- **Possessed Armor** - move left, move right, death, get hit
- **Dark Wizard Boss** - move left hand up, move left hand down, shoot pick up item, get hit while in air, get hit while on ground, death/defeat

UI (User Interface)

- Title Screen
 - Menu
 - 1 Player
 - 2 Players
 - Story
 - Credits
 - Quit
 - Background is the giant castle tower
- Game UI
 - Lives are represented by player heads
 - HP represented by hearts
 - Score is in the top left/right
 - Lives and HP are in the bottom left/right
 - Time is in the top middle
- Pause menu
 - Resume
 - Restart
 - Title Screen
 - Quit



Level Design and Environment Interaction

Level Design

- The game starts with the players at the bottom of a castle tower
- The entire surrounding environment is the tower and its walls. It's a bit dark and spooky.
- The level is vertically oriented. So the players must travers and climb platforms upwards to reach the end.
 - This style of gameplay is similar to games like Ice Climbers or Doodle Jump
- Early level starts off easy and gives the player a chance to master the controls

- Once the players reach a certain point, lava begins to rise and the game gets more intense.
 - Lava rising forces the players to move upwards and presents a fun challenge
- Traversing the level gets progressively harder as the player gets closer to reaching the top.
- The level will often feature 2 or more paths for the players to traverse, with each path offering its own challenges and rewards.
- Once the players reach the top, they're greeted to the view of the castle tower with a vast, majestic landscape in the background.

Platforms

- Platforms will be the primary method for players to traverse the castle tower. They can vary in position and width.
- Game will feature 2 types of platforms:
 - Thick platforms: Platforms that *can't* be jumped through from the bottom
 - Thin platforms: Platforms that *can* be jumped through from the bottom
- Moving platforms will be able to move up/down or left/right
- Ladders
 - Climbing a ladder prevents a player from performing any action.
 - Ladders can be dropped from by pressing jump

Camera View

- The camera will follow whichever player is higher vertically.
- Any player that drops below the camera view will lose 2hp and spawn in the middle of the screen
- The camera will have triggers that will "awake" and "sleep" enemies
 - Top of the camera view will awake enemies, making them active
 - Bottom of the camera view will sleep enemies, making them inactive
- The camera should be smooth, so players don't get motion sickness from constant jitter/movement

Player Controls and Player Interaction

Actions

- Players have 5 actions they can perform, these are:
- Run
 - Run left and right
 - Movement has some momentum to it so things aren't instant, similar to other platformers
- Jump
 - Jump velocity should match running velocity

- Can jump different heights depending on how long jump is held, similar to many other platforming games.
- Players can jump onto enemies and players. Jumping on them will cause another jump, similar to other platformers.
- Jumping on certain types of enemies can kill them
- Jumping on a player will “bump” them and cause them to have temporary stun
- Attack
 - Can attack enemies as well as other players
 - Attacking a player will “bump” them and cause them to have temporary stun
 - Attacking enemies can kill them depending on the enemy type
- Grab
 - Players can pick up enemies and other players
 - Once picked up, the player carries them over their head and cannot use the attack action.
 - If a player is picked up, they can’t perform any actions.
 - Players can escape grabs by button mashing (inputting a certain amount of button presses)
 - Certain types of enemies and objects can be picked up
- Throw
 - Once something is picked up by the player, it can then be thrown.
 - Throwing an enemy can deal damage to other players or other enemies
 - Players can throw objects while in mid-air

Enemies and Scripts

Enemies

- Game consists of 3 types of standard enemies, and 1 wizard boss enemy.
- The 3 enemy types are:
 - Bats
 - Scary bats that inhabit the castle tower.
 - Fly around on set paths
 - Is killed by being jumped on
 - Can drop the bat-wings power-up
 - Possessed armor
 - Decorated armor that’s been possessed by the magic wizard to attack the player
 - Floats towards the player
 - Is killed by being attacked
 - Can drop the golden armor power up

- Gargoyles
 - Gargoyle statues that have been brought to life by the wizard
 - Stationary enemy that has a long-ranged attack
 - Is killed by being picked up and thrown. Cannot take damage from attacks
 - Can drop the stone-body power-up
- The evil wizard must be defeated using all of the player's actions (run, jump, attack, grab, throw)
- Wizard throws items at the player which they can use to pick-up and throw at the wizard.

Points, Health, and Power-Ups

Points

- Points are rewarded for doing a multitude of tasks and actions
- Each player has their own point score which is always displayed.
- Whoever has the most points by the end of the game wins (as long as both players are still alive)
- Points can be rewarded from the following:
 - Killing enemies
 - Grabbing collectibles
 - Number of lives the player has remaining after the level
 - How long it takes them to climb to the top of the castle

Health

- A player's health consists of lives and hit points (HP)
- Each player gets three lives, with each life consisting of 3 HP
- Players lose HP by doing the following:
 - Getting hit by enemies - 1 HP
 - Falling off the screen (Camera View) - 2 HP
 - Touching the rising lava - 3 HP
- If a player loses all 3 lives, they are dead and must wait for the other player to either win or lose.
- Players can regain HP by grabbing heart collectibles

Power-Ups

- Players can grab power ups by defeating enemies.
- Each enemy has a unique power-up they can drop (like a 1/4 chance or something)
- These Power-ups include:
 - Bat Wings

- Dropped by the bat enemy
- Give the player a double jump
- Ends after a certain amount of time
- Golden Armor
 - Dropped by the possessed armor enemy
 - Gives the player additional HP that stacks on their current HP (Similar to Yellow Hearts in Zelda: Breath of the Wild)
 - Ends after all additional HP is drained.
- Stone Body
 - Dropped by the Gargoyle enemy
 - Prevents the player from taking stun from the other player's actions. Also prevents the player from being picked up.
 - Ends after a set amount of time