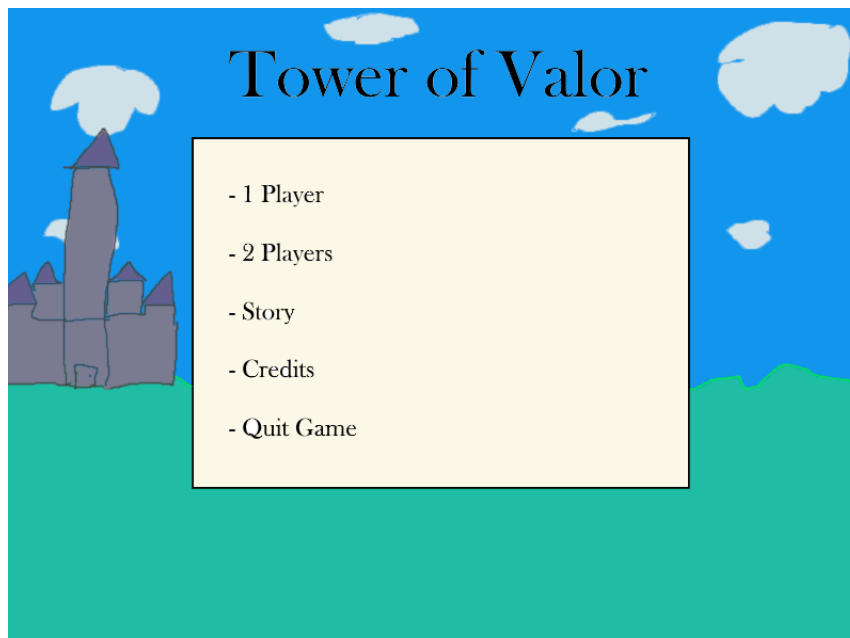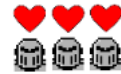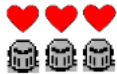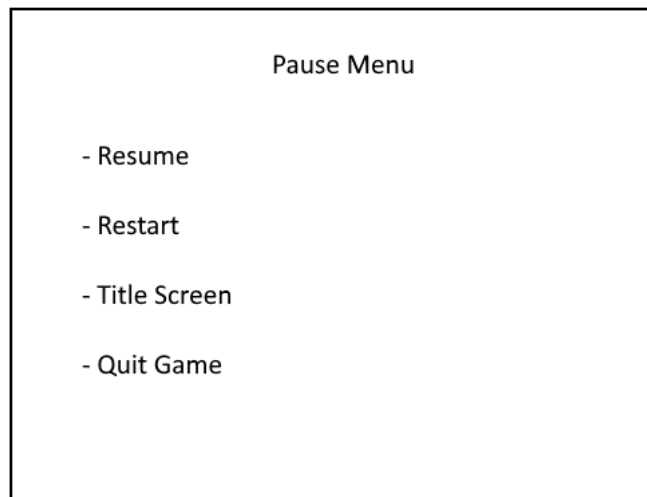**Tower of Valor**
Game Design Document
Team Retro

- Team
  - Perry Barker
  - Jameson Dy
  - Jeremy Noble
  - Demonte Martin
  - Brandon Dickerson
  - Daniel Saenz -- Musician
- Genre
  - Tower of Valor targets the casual home players. Since the gameplay is local multiplayer and has basic mechanics, younger players or players with families and friends are also the target audience of Tower of Valor.
  - 2D Platforming / Fighting
  - Local Multiplayer

- System Requirements
  - Developed for PC through Unity
    - Can also be used on all consoles
      - Playstation, Nintendo, Xbox, PC
      - Not available on Phone or Tablet since game requires multiple button inputs.
  - Low specs as its 2D sprites

- Game Play / Mechanics
  - Tower of Terror uses the Unity Physics Engine to simulate jumping speeds. Players will use strategy, quick thinking, and cooperative play to navigate to the the top of the tower fast as possible.
  - 2D running and jumping movement
  - Objective is to climb the platforms as fast as possible and reach the top. Also defeat enemies along the way
  - Lava slowly rises which forces the player to move upwards (acts as a timer)
    - Average level should last about 5 minutes
  - Cooperative vs Competitive
    - Can choose to work with, or against the other player
  - Point and Time system
    - Points awarded for defeating enemies and finishing quickly
    - Time system keeps track of time.
  - Consists of the 3 main actions (Jump/Punch/Grab)
    - Jump - Use this to move higher up on the platforms. Can also be used to kill enemies or stun rival
    - Punch - Used to kill enemies or knockback rival.

- ■ Grab - Can be used to pick up enemies or rival and throw them.
  - ○ Power-Ups available from defeated enemies

- ● Game 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.

- ● Game Controls & User Interface
  - ○ Keyboard for button input for both players
    - ■ Also has the ability to attach a controller to the PC
    - ■ On keyboard, "Player One" uses:
      - ● the 'A' key to move left, 'D' key to move right, and 'Space Bar' to jump.
      - ● The 'S' key to melee and the 'C' key to grab a player or enemy, then 'C' while something is held to throw.
        - ○ Keys will be different for "Player 2" and controls may be changed by user.
    - ■ Title menu will include options of multiple game modes and will be navigated through using the "Player One" default movement keys.
    - ■ In game display will have a timer in at the top center of the screen, player scores in the top left and right corners of the screen, and players health and lives at the bottom corners of the screen

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│              Pause Menu             │
│                                     │
│        - Resume                     │
│                                     │
│        - Restart                    │
│                                     │
│        - Title Screen               │
│                                     │
│        - Quit Game                  │
│                                     │
│                                     │
│                                     │
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- Monetization
  - Tower of Valor will be buy-to-play off of respective console marketplaces.
  - Game will offer extra levels, bosses, and new enemies as downloadable content
  - Player skins, new heroes and possible new game modes will be offered for the game as downloadable content.

- Replayability
  - Playing with a friend should increase replayability substantially
    - Addition of new game modes and maps
  - Run speedrun events to challenge players
  - Multiple game modes and difficulties so players can always play a mode that fits their style.

- Sequel
  - There is no intent to create a sequel to the game at this time, but it is a possibility if the game is successful. Possible sequel would offer more enemies challenge enemies and bosses and potential online network play.

- Inspirations and Examples
  - Inspired by classic games from the NES era. These include:
    - Mario Bros: Running, Jumping to reach goal.

- The Versus mode of the game is what appealed to us originally. We liked the idea of jumping and beating up enemies while having the option to work with or against the other player.

■ Ice Climbers: Goal of reaching the top and Co-op concept.
  - Since Tower of Valor is platformer focused on going upwards, it relates alot to how Ice Climbers game play is. While Ice Climbers focuses on dodging enemies and breaking blocks to reach the top, Tower of Valor focuses on jumping and defeating enemies with more urgency than Ice Climbers.
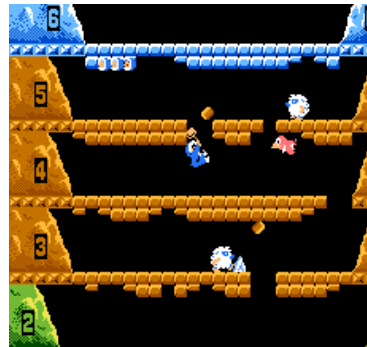
■ Zelda: Four Swords: Able to purposely not cooperate with team mate to earn bonuses. Game is where our concept to grab teammate and throw them off ledges came from.

- Asset List

- Sprites are needed for all enemies and players. This includes animation frames as well. The units are:
    - Knight Hero 1 & Hero 2
        - Attack Frame(s)
        - Jump Frame(s)
        - Grab Frame(s)
        - Holding Object Frame(s)
        - Death Frame(s)
        - Take Damage Frame(s)
    - Gargoyle Unit
        - Attack Frame(s)
        - Death Frame(s)
    - Bat Unit
        - Movement Frame(s)
        - Death Frame(s)
    - Spectral Armor
        - Movement Frame(s)
        - Death Frame(s)
    - Evil Boss Wizard (Any boss)
        - Attack Frame(s)
        - Move Frame(s)
        - Take Damage Frame(s)
        - Death Frame(s)
- Sprites for platforms and level are needed. Sprites should consist of stone bricks, wooden beams, and the lava that chases the player(s).
- A background image is needed for the level(s) that portrays the environment to the players.
- Sprites for power-ups, player health, and player lives are needed.
- Songs are needed for each level. The prototype will consist of a menu title song that is also played at the start of the level. While playing, the song will transition into a more frantic theme that makes the players want to move quickly through the level. Our musician suggested keeping it retro style since it is more simple to implement the transition into a more frantic song.
- A title screen image will be needed. The image consists of a castle with a giant tower in the background.