



Tower of the Ages

A GAME BY SETH CROCKETT

Game Synopsis

- You are an adventurer entering a nearly infinite tower
- Untold treasure awaits within.
- Do you have what it takes to climb The Tower and discover its secrets, getting rich along the way?

Genre and Rating

- Turn-Based, Fantasy Dungeon Crawler Featuring Casual Minigames and Puzzles
- Top-Down Camera Angle
- Rating T (ESRB) Due to Some Crude Humor and Violence

Audience Breakdown

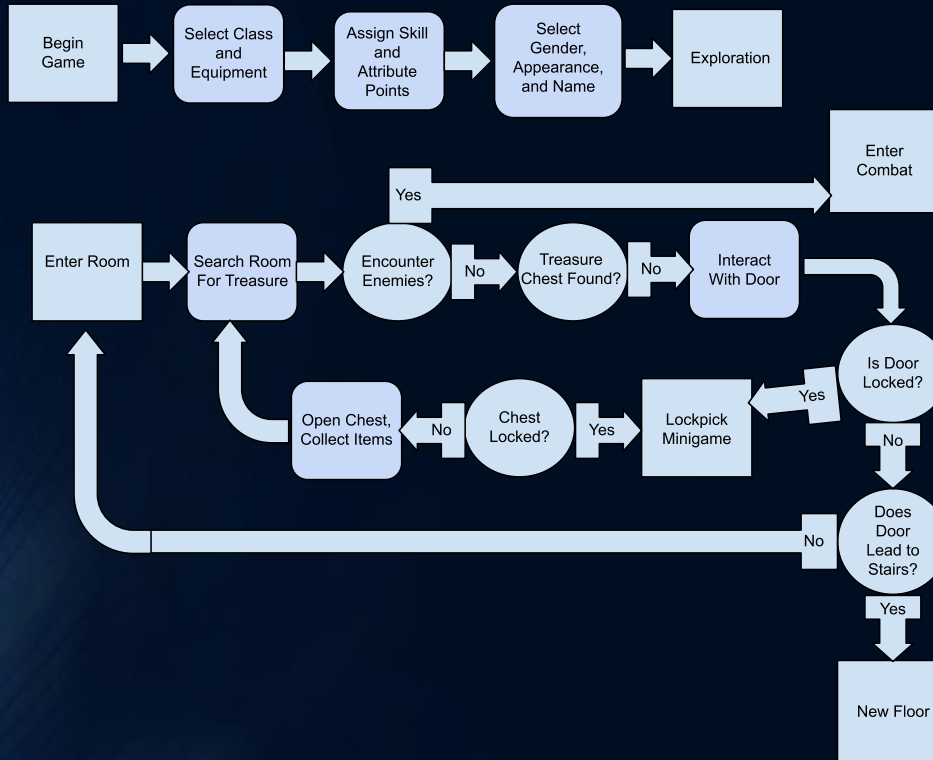
Psychographics:

- Enjoys playing fantasy games
- Enjoys solving puzzles
- Wants a mobile game that is casual but not idle

Demographic	Target
Age	14-30
Gender	Male
Preferred Genres	Fantasy, RPG
Enjoyed Genres	Adventure, Puzzle
Dedication Level	Casual Player
Platform	Mobile

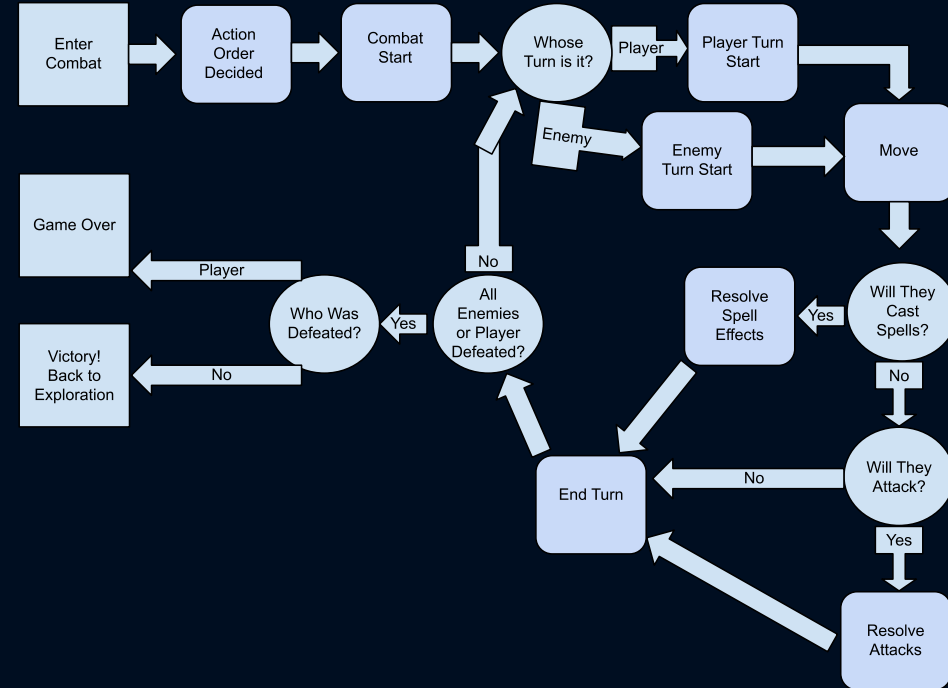
Example Gameplay Loop

1: Character Creation



2: Exploration

3: Combat



Core Player Actions

- Move Around Room
- Move Between Rooms
- Open Doors and Chests
- Pick Locks
- Purchase Items
- Fight Enemies

Game Goals

Main Goals	Sub Goals	Moment-to-Moment
Reach the Top of the Tower	Clear Each Level	Defeat Enemies in Room
Obtain Gold	Obtain Better Equipment	Locate Treasure Chests
	Level Up Skills	Solve Minigame Puzzle

Feedback

- Animations for Player or Enemy Move
- Animations and Sound Effect for Player or Enemy Damaged
- Animations and Sound Effect for Player or Enemy Defeated
- Animations and Sound Effect for Attacks and Spells
- Sound Effect and Splash Text for Level Up
- Sound Effect for Puzzle Solved/Lock Picked

Platform Information

- Will Release for Mobile (iOS first)
- Touch Controls Featuring GUI-Based Buttons

Selling Points

- Combination of adventure/roleplaying game elements and casual puzzle minigames
- No Microtransactions to Shortcut Character Advancement
- No Idle Timers or Wait to Play

The background is a deep blue gradient. On the left side, there is a faint, dark grid pattern. On the right side, there are several curved, concentric lines that create a sense of depth and movement, resembling a tunnel or a stylized eye.

Questions?

Game Theme

- Exploration of the Unknown
- Meeting Adversity Head-On
- Perseverance





Game Mood

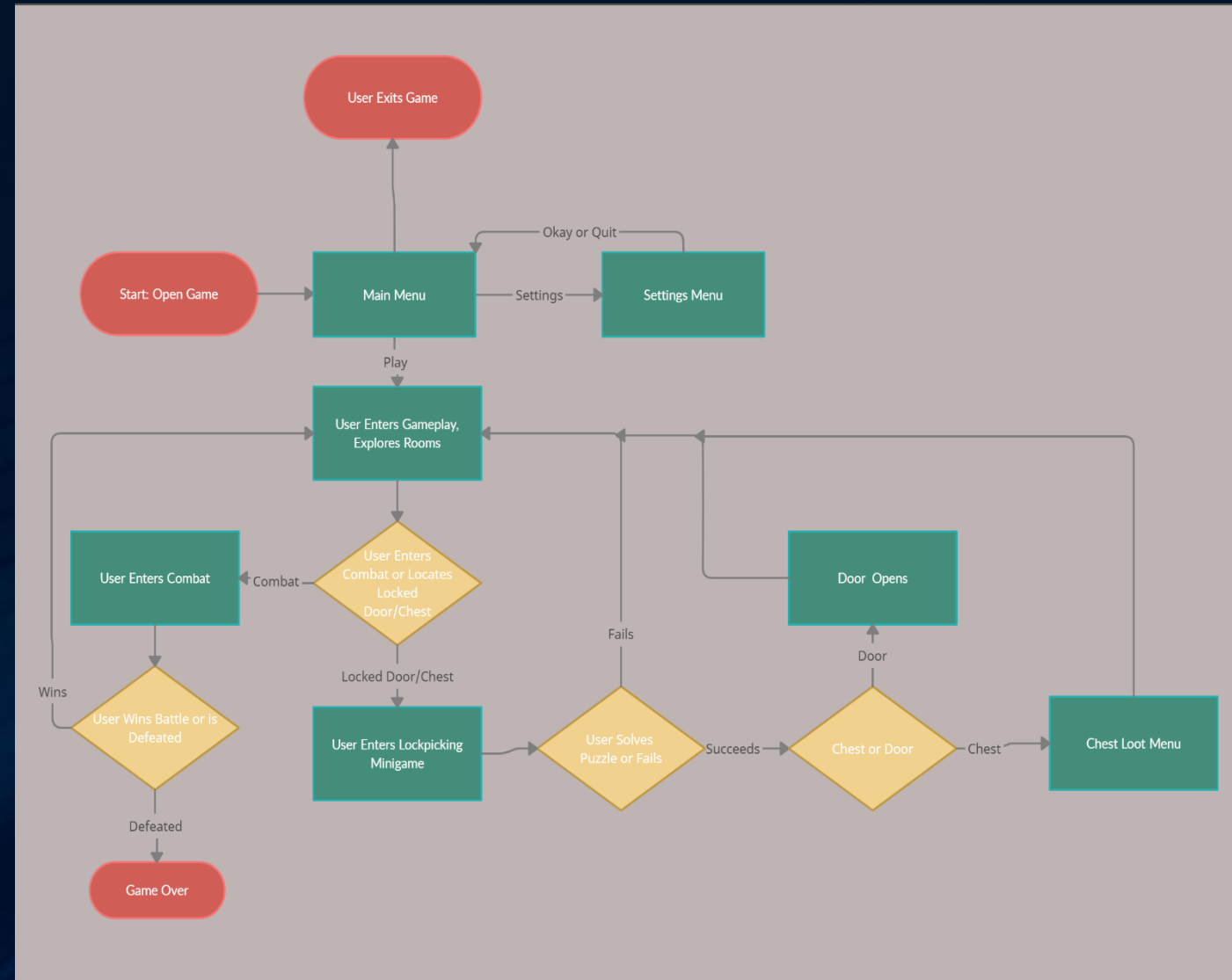
- Casual
- Triumphant
- Epic
- Adventurous
- Heroic

Plot Summary

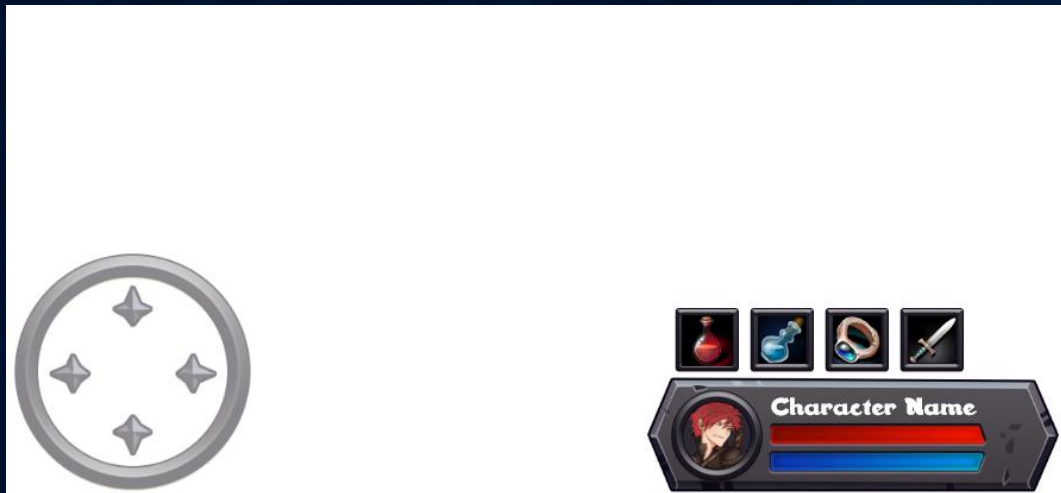
- Tower Appeared Mysteriously
- Unknown Origin and Height
- Many Adventurers Enter
- Immense Wealth Inside
- Monsters are Stronger at Higher Levels

User Interface

- UI Features Simple, Cartoonish Graphics
- All Controls Are Performed by On-Screen Buttons



User Interface Examples



Core Systems

- AI Movement System
- Combat System
- Lockpicking Puzzle
- Floor Progression System
- Transitions From Movement to Combat/Puzzle Systems

Core Mechanics

- Player movement and interaction with doors and chests using on-screen buttons
- Enemies move around room and seek player
- Player transitions into Combat when encountering enemies
- Player transitions into Lockpicking Puzzle when opening locked doors/chests
- Chests contain randomly generated items
- Doors and Chest randomly spawn locked

Core Mechanics (ctd)

COMBAT SYSTEM

- ❖ Turn-Based
- ❖ Dice roll system from 1-8
- ❖ Character Stats influence rolls
- ❖ Difference between Attack and Defense rolls represents damage taken

LOCKPICKING SYSTEM

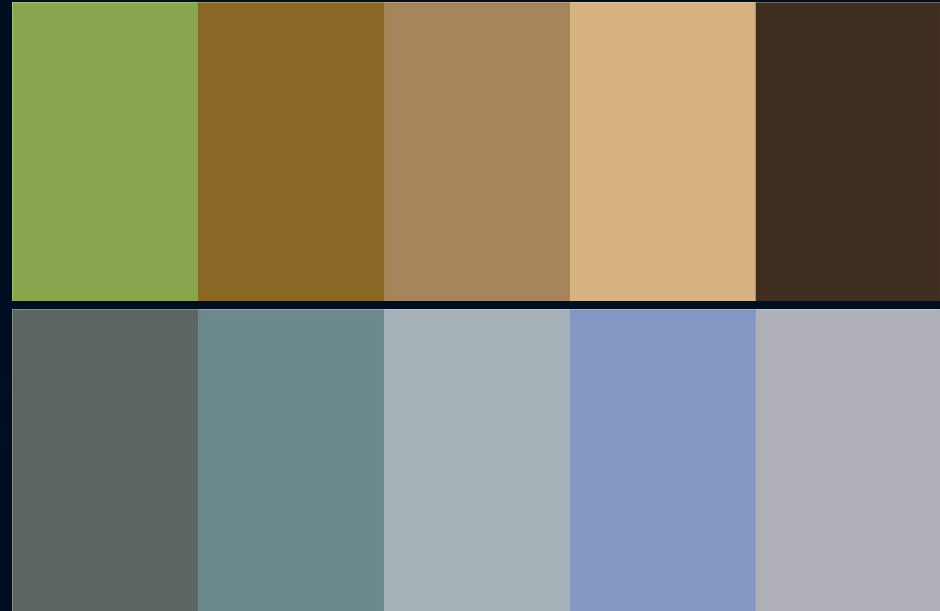
- ❖ Sliding Tile Puzzle
- ❖ Move Tiles left, right, up, and down to solve puzzle
- ❖ Lock is picked if puzzle is solved
- ❖ Higher skills provide powerups and “cheats”

Aesthetics

MOOD BOARD



COLOR PALETTES

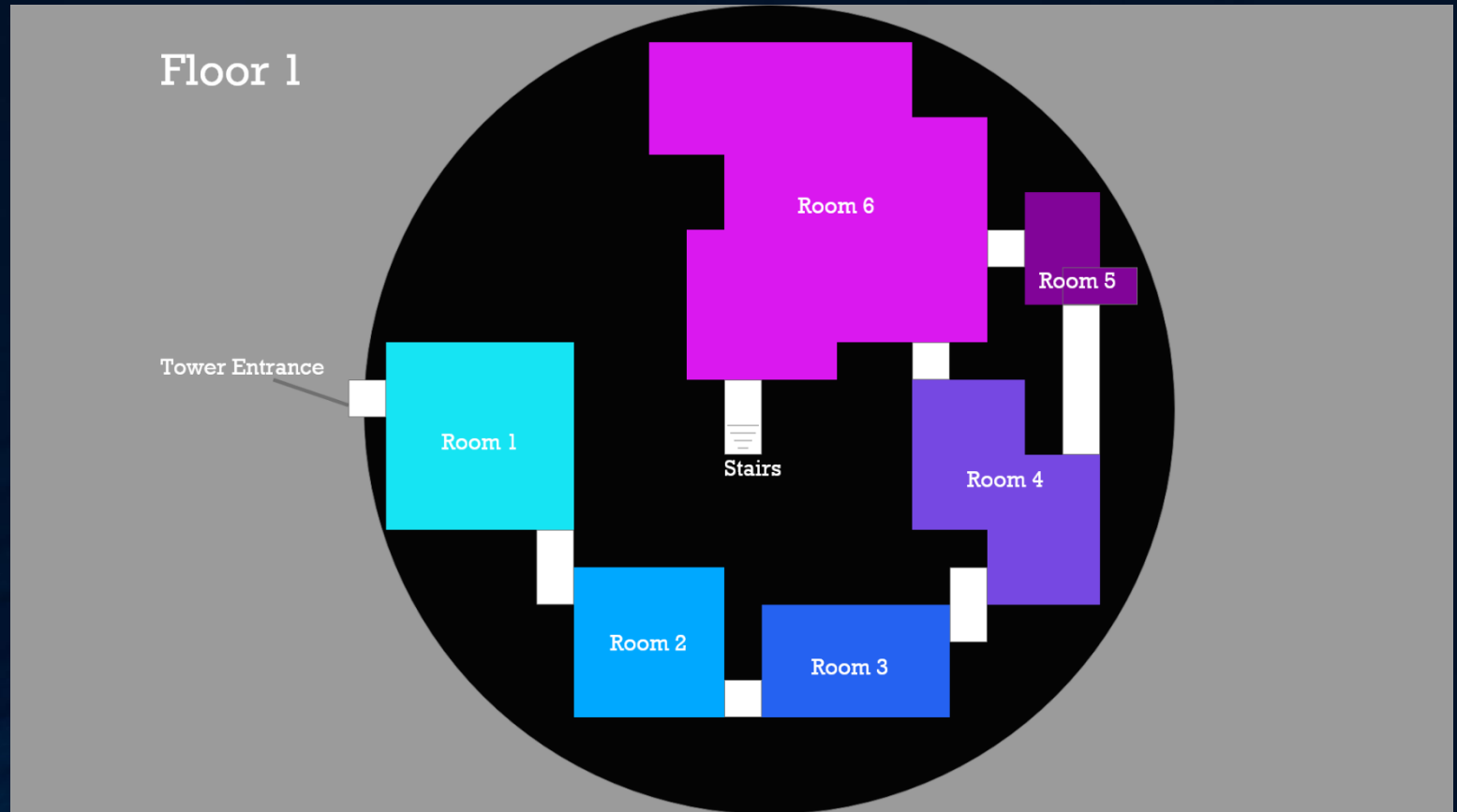


Level Design Notes

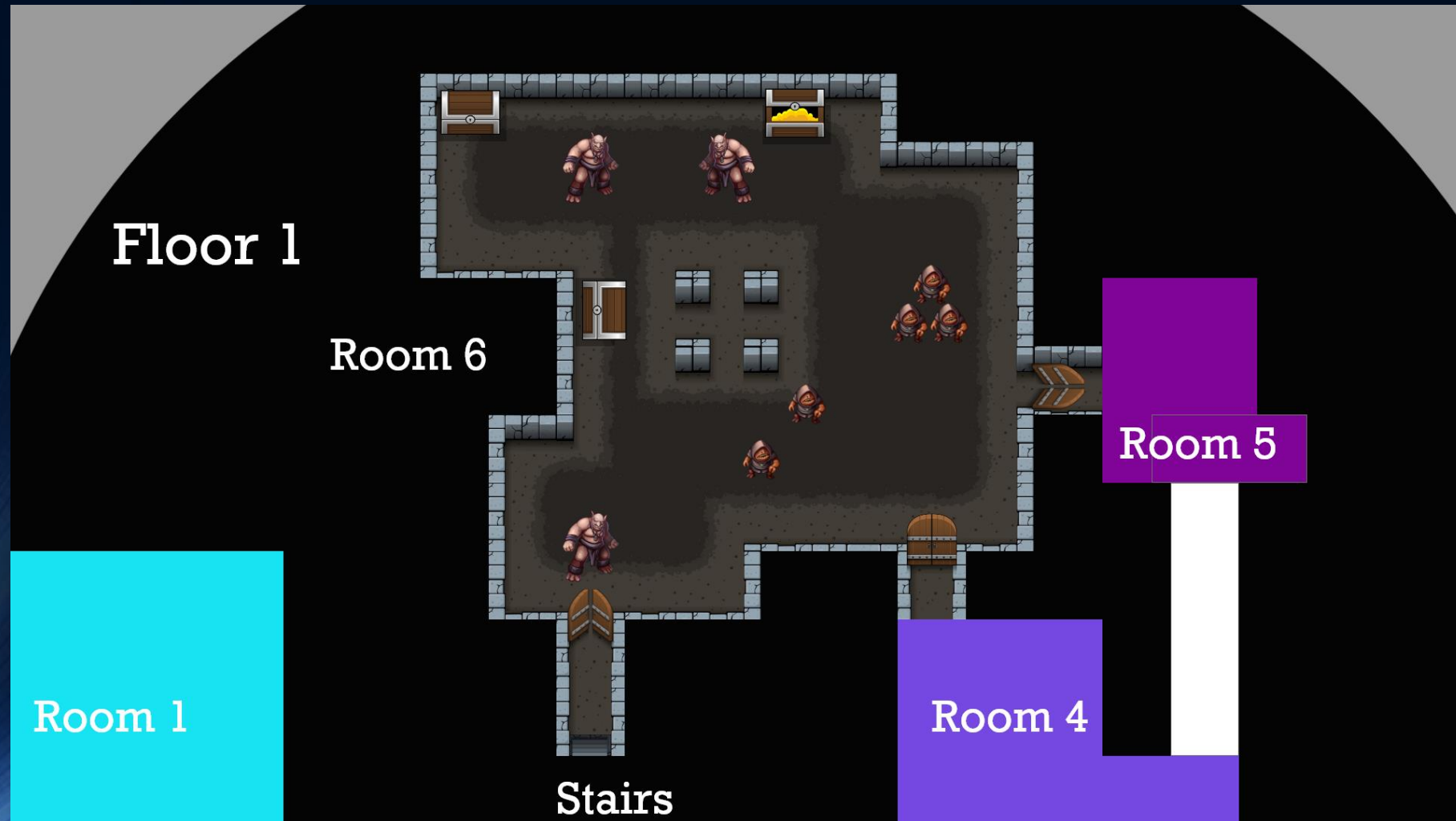
Several Rooms Make Up a Floor

Some Rooms May be Skipped

Floors Begin Small and Simple, Then
Scale in Difficulty



Level Design Example



Development Technology

- Unity (Game Engine)
- Visual Studio Code (Programming/IDE)
- Adobe Photoshop (Sprite Editing)
- Bfxr (Audio)
- Adobe Audition (Audio Editing)
- Trello (Project Management)

References

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