Tower Climber

Full name: Super Extreme Tower Climber XL BLT CE

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Basic Description: A deconstruction of the 2d plat-former genre, where players will experience all the staples of the genre with a unique visual style that evolves over the course of the game. Almost like an interactive museum chronicling the genre.

Players: 1 with possibility for co-op or competitive gameplay.

Platform: PC, but if the option presents itself, consoles could be a possibility.

Controls: Keyboard and mouse, with gamepad an option. At this point sticking to just keyboard and mouse the controls are:

- WSAD: Movement
- Shift: Run modifier
- Spacebar: Jump
- Left mouse button: Action 1
- Right mouse button: Action 2

Story: The game has two stories; the first is a Meta story. Tower Climber was originally a game designed for the Atari. However it was considered too awesome and caused test audiences to spontaneously combust after playing. With no choice, the game was thrown out and all cartridges were supposedly destroyed. Flash forward to today when a game designer (me) stumbles upon it and decides to update it for modern audiences.

The second story is one of the unlocks and is a classic 8 bit story where everything is riding on the main character to climb towers to save the Princess, the world and the Universe. This will be told as tongue in cheek as possible.
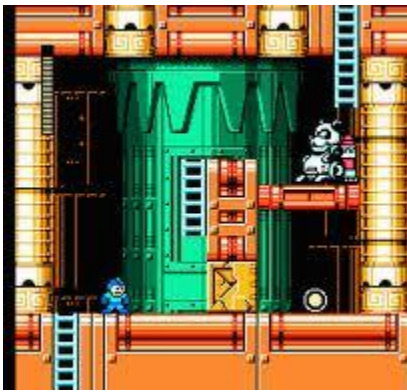
 Art Style: When the game begins, the graphic style will be retro in the style of Atari games (see below for example). Right now there should be a minimum of 4 styles:

- Old School (Atari) :First set of stages dealing with basic controls and movement.

 Style example

- 8 Bit (Nintendo): Second set of stages, unlocks story, and adds enhancements to movement. Attacks are also introduced.

 Style example

- 16 bit (SNES): Third series of stages, guns, more movement options are unlocked.

 Style Example

- Modern (Stylized): Graphics are at their most polished, features like wall running, air dashes and the toughest levels are introduced.

Music: Should match the graphics in terms of style.

Camera: If possible would like to create two different systems. The first being the classic way, which is the camera, is fixated on one screen's worth of gameplay. Then transitions (like Mega Man). Then have the modernized camera of it tracking the player like in Super Meat Boy.

Character List:

Climber Boy and Climber Girl: The hero/heroine. No distinguishing gameplay differences between the two.

Gameplay:

Flow: At the start of the game, players will begin at the vector graphics. During this point, the player can only move and jump (player's can't redirect in mid air at this point). This section will only last a few levels before the player is rewarded with 8 bit graphics. Then the game's title will change from Tower Climber to Tower Climber XL. 8 bit levels will introduce in air adjusting, basic combat, boss fights and more. At this point it's not confirmed if the beat a level= new mechanic will continue, or if it will move to a series of levels to unlock. When 16 bit levels become available the title will now be Super Tower Climber XL. This is where new obstacles and enemies are introduced. (The available unlocks are still up in the air).

The final graphical update changes the title to Super Extreme Tower Climber XL . This is where mechanics like wall running, air dashing and the hardest levels take place. During the vector and 8 bit levels, each level length will be anywhere from 30 seconds to a few minutes. Starting at the 16 bit to modern, checkpoints will be introduced allowing players to restart at specific points in the tower. Boss fights will always have checkpoints before them, to reduce tedium of having to restart a level from the beginning.

The final name update to Super Extreme Tower Climber XL BLT CE comes after beating the last tower and unlocks optional incredibly hard challenges.

Difficulty: The difficulty of the game will be aimed at moderate to expert gamers. Regardless of style there are no lives to deal with (one area of old school design I'm omitting.) The difficulty will gradually get harder with each new level, with spikes occurring at the start of each new style. Once players beat the game, the unlock-able series of levels will be for experts only.

Upgrades: Throughout the game, the player will receive upgrades that add new abilities and modernize the gameplay over time. Some upgrades will overwrite previous ones which was the nature of the genre.

(Tentative List, order subject to change)

- **Vector:**
  - Gloves: Allows pushing of objects.
  - Pixels: Upgrades graphics to 8 Bit.
- **8Bit:**
  - Running Shoes: Player can run.
  - Chest Jets: Player can control motion in mid air.
  - Boss in a Box: Add bosses to the game.
  - A Novel: Adds a thrilling story.
  - Black Belt: Adds Kung Fu Fighting.
  - Bug Jar: Small enemies will appear.
  - Sword: Upgrades Kung Fu with sword attacks.
  - A heart: adds a health bar and health drops from enemies.
  - Blast Processing: Upgrades graphics to 16 bit.
  - Score Pad: Game will track player's score.
- **16Bit:**
  - Pistol: Replaces sword with one bullet at a time gun.
  - Hand Grips: Players can now hang and pull up from ledges.
  - Bones: Skeletons will start appearing (medium enemies).
  - Big Boots: Jump height increase (hold jump button while in mid jump)
  - Doubloons: Score boosters will appear.
  - A bench: Checkpoints will save player's progress in a level.
  - Machine Gun: Replaces pistol for constant stream of bullets.
  - Arm brace: Allows player to aim gun at an angle.
  - Video Card: Upgrades graphics to modern era.
  - Gender Sign: Unlocks Climber Girl as second character.
- **Modern Era:**
  - Gravity: Player can take damage or die from long distance drops.
  - Sticky Shoes: Player can wall run.
  - Jetpack: Player can double jump.

- Thrusters: Player can Air Dash
- Slippery Shoes: Player can now dash and slide on the ground.
- The Babel Key: Unlocks Babel mode (if it can be implemented)
- Ominous Music: Unlocks Final Tower
- A Clock: Allows player to replay past levels from other styles.
- Gold Medal: Unlocks BLT CE mode (expert challenges)

BLT CE Mode: After completing the main game, players will unlock an additional group of levels. Unlike the main game towers, these will have restrictions of what mechanics are available. An example would be: completing a modern level without the jump height improvement but having the power to air dash. If possible, throw modern mechanics into past visual styles, such as double jumping during the Atari styled levels.

Scoring: The player's score once it has been unlocked will be based on the following factors: time it took the player to beat the level, finding any score boosters, player's health after finishing level and killing enemies. A penalty will be applied each time the player dies in a level. Score has no bearing on completing levels and is just used for the high score list.

Obstacles:

Platform

1. Basic: hovering platform for player to jump on.
2. Moving: Either sideways or up and down.
3. Breakable: Falls apart after a few seconds.
4. Disappearing: Platform becomes transparent then becomes solid after a few seconds.
5. Spiked: Spikes shoot out of platform then recede.
6. Rotating: Circular platform that rotates.

Surface types

1. Spike: Instant death if player touches.
2. Lava: Slowly fills up tower, deadly if touched.
3. Ice: Causes player to slide around, hard to stand still on.
4. Normal: Regular surface.
5. Breakable: Like Platform, except can be applied to any surface.

6. Projectile launcher: Constantly fires projectiles outward.
7. Water: Increases jump height based on height of water pool.

Regular Enemies:

1. Blue bugs: Fly in predictable pattern.
2. Purple bugs: Follows and chases player.
3. Red bugs: Spits fireballs at player.
4. Skeleton Guard: Patrols area and attacks player
5. Skeleton Shield: Shield blocks attacks requires attacking from above or behind.
6. Axe Skel: Throws axes at player.

Boss Fights: Boss fights will be designed around similar patterns of design from classic platformer titles. (Concepts will be put down as level design becomes more fleshed out.)

1. Boxer: Treasure Chest that comes to life after boss in the box upgrade is found.
2. HotStep: Living fireball, bounces around room.

Optional Content:

Babel Mode: An endless tower mode where players must keep climbing. Each chunk of the tower (chunk= about two screens worth of obstacles) will be randomized forcing the player to constantly adapt. A high score list will be applied here based on the # of screens the player has reached.

Co-op or competitive mode.

Levels that involve racing a second character to reach the top.

Online high score list (per tower).