

The Tower of Silence

A Third Person Melee Action Game Level



Rob Howard, Designer

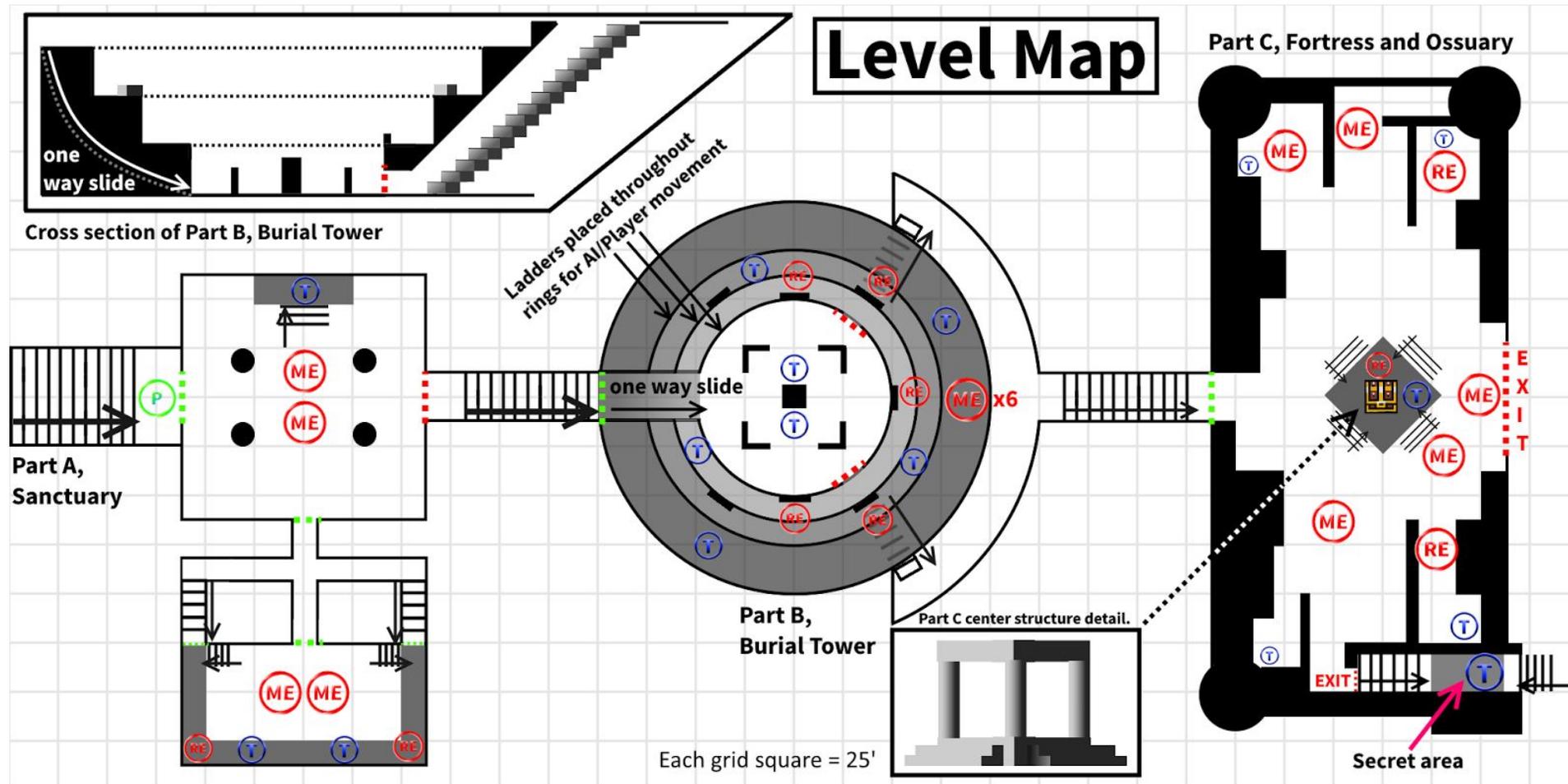
www.rohogames.com

rthoward2@gmail.com

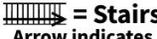
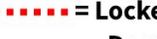
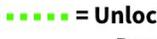
Level Summary

This is it. The big score. Following the map you were given by the local guide, you arrive at the ancient mountain temple. Standing at its base, you imagine the builders digging and clawing into the mountain face, etching the buildings in the stone and sand. Your map shows three structures: a sanctuary, a burial site, and a fortress. Unlike other ancient sites in this realm, the temple has not been raided by treasure hunters. The locals stay away. “It’s protected,” they whisper. “It’s cursed,” says another. Smiling, you ignore the warnings, push open the large double doors, and walk in.

The Tower of Silence is based on ancient Zoroastrian structures in Iran, in particular the Fire Temple and Towers of Silence (**see visual references**). The player should see an imposing structure etched into a mountain, with each portion of the temple complex rising higher than the last. Melee and ranged enemies populate the facility, but the central conflict occurs in the Burial Tower (**see level map**), an interior structure with stacked concentric rings. The bones of the dead are scattered everywhere; the scene should be one of dread and foreboding! Finally, the level concludes in an outdoor setting, the Fortress (this is an **exterior location**). Based on the open air design of the Zoroastrian Fire Temples, the layout is designed asymmetrically to create an interesting final encounter, as well as to obscure the secret path to the special treasure.



Map Key:

	P = Player Start		Stairs Arrow indicates up direction
	ME = Melee Enemy		Locked Door
	RE = Ranged Enemy		Unlocked Door
	T = Treasure		Treasure Chest

Gameplay Summary

Please refer to the above map and key throughout the summary. The level begins to the far left at the player start location. Enemy and treasure locations are approximate. Keys for locked doors are dropped by enemies after all enemies have been eliminated from an area. Unlocked doors are closed until the player approaches them. Treasure is meant to be spread throughout the level, with the most important loot being reserved for the end level chest and secret area.

Part A, Sanctuary

1. The player enters the Sanctuary, and is attacked by two melee enemies waiting inside. The door leading to Part B is locked, and no key is offered in the first room.
2. The room beneath the first Sanctuary area holds the key. It is earned by defeating a group of melee and ranged enemies. For tactical choice, the player may choose to traverse to the upper level of the room (the dark gray section) via the provided side entrances. Defeat of the enemies causes the final foe to drop a **key**, which is used to open the locked door to Part B.

Part B, Burial Tower

1. The player traverses up a stairwell and approaches an unlocked door. ***This door is a trap!*** As soon as the player moves across the threshold, the door **slams shut**, and an ancient mechanism pushes the player down a smooth slide, leading to the bottom of the pit of the Burial Tower.

2. The fight inside the Burial Tower is **staged in waves**. Note that on the map, the total enemies used are shown, **but they are not spawned at once**.
3. **Wave one**: Five ranged enemies rush the room from the eastern exit (which the player cannot reach due to the locked doors at the bottom of the pit). They attack immediately, and utilize the cover provided on the rings of the Burial Tower (the small black rectangles in the map). Cover is also provided in the center of the pit.
4. Both the player and enemies in this area can **make use of ladders placed throughout the rings, allowing free traversal up and down the structure**. However, no ladder is provided to the final, partial ring that comprises the very top (this can only be jumped down from).
5. After the defeat of **three of the five ranged enemies, wave two begins**.
6. **Wave two**: Three melee attackers approach from the eastern exit. They descend down the rings and immediately attack the player. Once **two of the remaining enemies (including the ranged attackers) are defeated, wave three begins**.
7. **Wave three**: The final three melee attackers descend from the eastern exit.
8. The final enemy defeated **drops a key item**. This is used to open **one of the two exits on the bottom of the pit**. This leads to a stairwell ascending upwards, finally reaching the topmost partial ring.

Part C, Fortress and Ossuary

1. The Fortress has an asymmetrical interior, with seven enemies waiting for a final ambush. They attack immediately.
2. The player can use the asymmetry of the interior space to draw the enemies into easier one on one combats, as well as shield themselves from the melee attackers.
3. The center structure of the Fortress contains **a treasure chest**. This treasure chest is in fact an ancient mechanism for opening the **two exits out of the level**. It also contains treasure.

4. The player may backtrack to the Burial Tower, but the enemies remain tethered to the Fortress combat area (they are guarding the treasure chest!).
5. Once the enemies have been defeated, **the treasure chest may be opened**. This triggers another ancient mechanism, which opens the level exits.
6. The first level exit is large and immediately in front of the main entrance to the Fortress. The second exit, however, is part of **the level's secret area**.
7. The **secret area** is to the bottom right of the Fortress map. Obscured by geometry and not in the player's immediate line of sight, this area is also meant to blend in with the asymmetrical geometry throughout the layout. However, it is not meant to be extremely difficult to find, so as long as the player inspects the layout before leaving.
8. Exiting the level by using the **secret area** allows the player to acquire particularly valuable treasure!

Visual References



A Zoroastrian temple exterior. Used as inspiration for Part A, Sanctuary.



A Zoroastrian Tower of Silence. Inspiration for Part B, Burial Tower. The level's version is enclosed, more like a closed tomb, with multiple concentric rings going upward.



An exterior view of a Tower of Silence.



Zoroastrian exterior temple. Used as inspiration for Part C, Fortress and Ossuary.



Another view of an exterior Zoroastrian temple.