

Tower Swap

Game Design Document v1.0

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Table of Contents

1. **Overview** (Abstract, Genre, Target Market, Basic Game Flow)
2. **Aesthetics** (Plot, Theme, Protagonist, Visual Style Brief, Sound Design Brief)
3. **Gameplay Basics** (Conditions, Basic Rules, Level Wireframe, Stats, Increasing Stats, Buffs, Rooms, Dynamic Room Combinations)
4. **Game Flow** (The Shift, The Ascension, Combat, Core Game Loop, Progression Through Achievements, Onboarding)
5. **In-Depth Mechanics** (Encounters, Treasures, Altars, Merchant, Fountains, Events)
6. **UI / UX** (Controls Rationale, Guidance, Main Menu UI, In-Game UI)
7. **Database** (Enemies, Items, Spells, Buffs, Altars, Events List, Achievements)
8. **Technical** (Formulas, Adjustable Parameters, Analytics)
9. **Further Reading** (Scene Mapping, Business Model, Post-Launch Expansions)
10. **Appendix** (GGD Change Log)

1. Overview

Abstract:

Tower Swap is a game where you ascend a mysterious tower, constructed of various rooms featuring dangers and treasures. You have the power to rearrange the rooms on each stage, in order to plan the best route to the top, while fencing off enemies and obtaining loot and upgrades.

Genre:

Turn-based RPG, Rogue-like elements, Strategy elements, Puzzle elements.

Target Market:

Teens and above

Basic Game Flow:

Rooms can be swapped around with other rooms of the same row / column at the starting phase of each stage, allowing the player to plan out the “grid of rooms” before beginning the second phase. The second phase consists of going through the formed layout and beating each stage’s boss on the top room (boss room can not be swapped).

2. Aesthetics

Plot:

The Tower Master has laid a curse over your village, you must ascend the tower and defeat him to break the curse. You receive a special magical amulet that grants you the ability to re-arrange the tower's structure, this is your secret weapon and the only chance you got to prevail.

Theme:

The game is set in a fantasy world, filled with monsters, magic and swordplay. The tower itself is very medieval styled, with stone bricks and wood constructing most of it. There is a “dungeon-crawling” vibe that is emitted from everything in the game, ranging from big chests and magical artifacts to traps and skeletons.

Protagonist:

You take the role of a silent hero, armed with a sword and a mysterious amulet who seeks to remove the curse over his village.

2. Aesthetics

Visual Style Brief:

- Pixel-art style
- Backgrounds are gray and brown, dull colors, dark
- Foreground has bold colors, objects and monsters are distinguishable
- Portrait screen orientation only

Sound Design Brief:

- Memorable melodies
- Chip-tune styled music, but not lo-fi
- Sense of adventure and bravery
- Intense at times but always optimistic
- Auditory feedbacks on most actions
- Different volume sliders for Music / Sound for player convenience.

3. Gameplay

Conditions:

Win: Ascend the tower and defeat the tower master at the top of stage 5.

Lose: Die to any hazard by reducing your Health to 0.

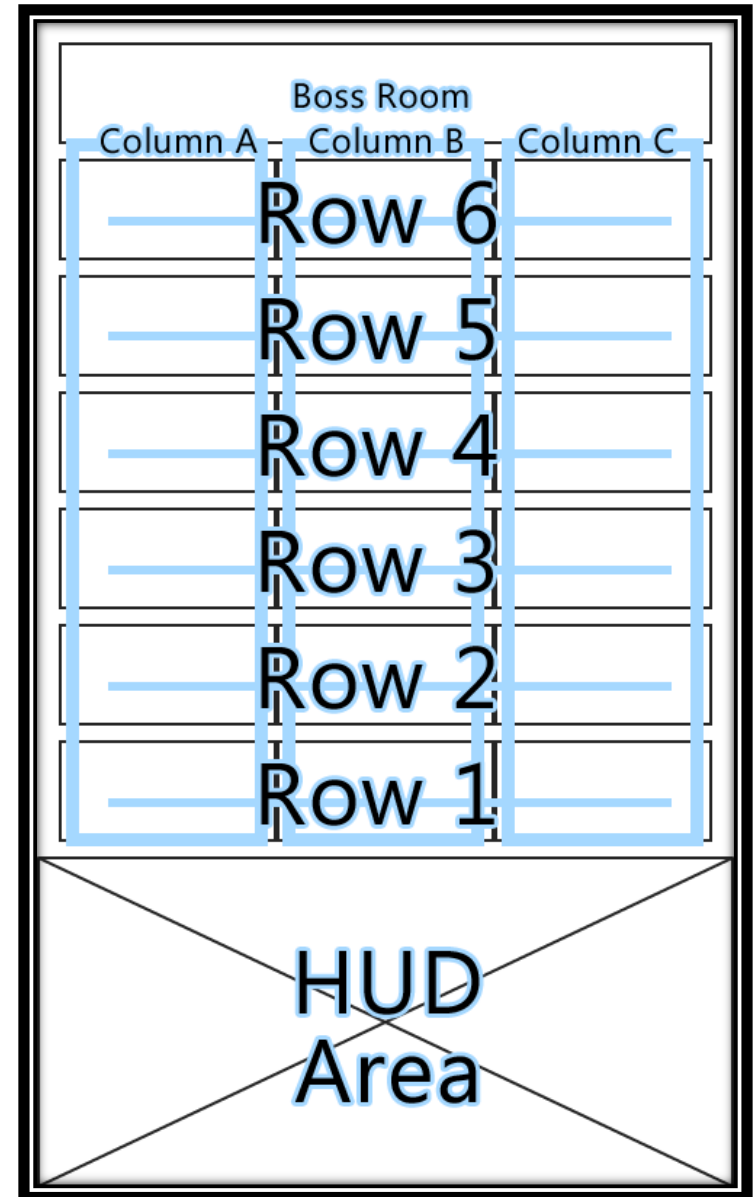
Basic Rules:

- The rooms you get on each stage are randomly generated from a set pool.
- There are 5 stages, each stage increases in difficulty.
- Killing enemies captures their soul fragment inside your amulet.
- Killing a boss captures their unique soul fragment inside your amulet and increases your health cap. You can then choose a stat to upgrade, one stat boost per boss soul fragment(that stat shall be increased by 1 point).
- Once you ascend a row inside a stage, you can not go back down, so you must finish all your business in each row before going up.
- Each stage is consisted of 2 phases; The Shift and The Ascension.
- You can not switch between phases, when you finish The Shift and begin The Ascension there is no turning back.
- If you die you have to restart the game again, auto-saves and checkpoints are there for players that quit mid-game and not to resume upon defeat.

3. Gameplay

Level Wireframe:

- **Boss Room:** This room is always on top and Can not be re-arranged. Contains a specific Boss for each level.
- **Columns:** Rooms can be swiped across Different columns on The Shift stage of each Level. Some in-game events and parameters Can affect specific columns.
- **Rows:** Rooms can be swiped across Different rows on The Shift stage of each Level. Some in-game events and parameters Can affect specific rows.
- **HUD Area:** Contains different HUD / UI Elements depending on the situation.



3. Gameplay

Stats:

- Health: Represents the damage you can sustain before death.
Minimum: 10 cap // Maximum: 50 cap // Gain 10 cap every level up automatically // Can be replenished in various ways // Fully restored upon consuming a Boss' Soul.
- Strength: Represents the force of your attacks during combat, the higher it is the more damage you inflict on enemies.
Minimum: 1 // Maximum: 9
- Magic: Represents the force of your magic spells during combat, the higher it is the more magic damage you inflict on enemies. It also increases your resistance to enemy spells and de-buffs.
Minimum: 1 // Maximum: 9
- Defense: Represents your resistance to enemy damage, the higher it is the less damage you receive from enemies.
Minimum: 1 // Maximum: 9

3. Gameplay

- Luck: Represents your chance for better room spawns upon entering new levels / higher chance for beneficial rewards (more loot, less cursed / dark rooms, better altars).

Minimum: 1 // Maximum: 9 // can be increased by spending gold in fountains

Increasing Stats:

The consistent way to increase stats is by consuming a Boss' Soul. Upon consuming a Boss' Soul, you can select one of your stats to upgrade. The chosen stat is then increased by 2, and all other stats are increased by 1.

Stats can also be increased by certain special events.

Bufs:

Some stats can be manipulated by certain bufs. Bufs are temporary states in which you gain a bonus, sometimes in exchange for something else. For example, you can be buffed for increased magic while having reduced defense.

Bufs can be initiated by spells, altars and random events.

3. Gameplay

- Gold: Can be used to buy items from merchants, to spend in fountains or in certain special events.

Minimum: 0 // Maximum: 99

- Soul Fragments: Can be used to re-arrange the tower's rooms in The Shift phase of each level, can be also spent in other ways for various effects depending on the situation.

Minimum: 0 // Maximum: 25 // Obtained by defeating enemies

- Items: You can carry up to 6 items at any given time, items have various effects and can be either consumables or passive. Once you find a new item you can choose to swap it with another item in your inventory if it is already full. Items that are left in rooms stay there until you ascend to the next row, so you can pick up and drop items depending on the situation as long as you stay within the current row.

can be found in treasure chests // can be obtained via random events

- Bufs: Bufs can be acquired by using altars or in random events, they can provide various benefits to your character. The number of buffs a player can have at any given time is unlimited (though certain buffs are temporary). You can also cancel buffs at any time from the Bufs menu, though they can not be reactivated on your command if you change your mind (you can not cancel de-buffs).

3. Gameplay

Rooms:

- Regular: A regular room contains one the following in various combinations:
1. Encounter/s 2. Treasure/s 3. Altar/s 4. Merchant
5. Fountain 6. Events
- Cursed: Adjacent rooms' enemies are buffed, contains a crystal that can be broken to remove the effect but costs Soul Fragments.
- Dark: Prevent you from seeing what is inside during The Shift, and are revealed once you step inside. These rooms are the same as regular rooms in terms of what's inside.
- Locked: Can not be swapped with other rooms, location in layout is permanent. Other than that these rooms are the same as regular rooms in terms of what's inside.

Dynamic Room Combinations:

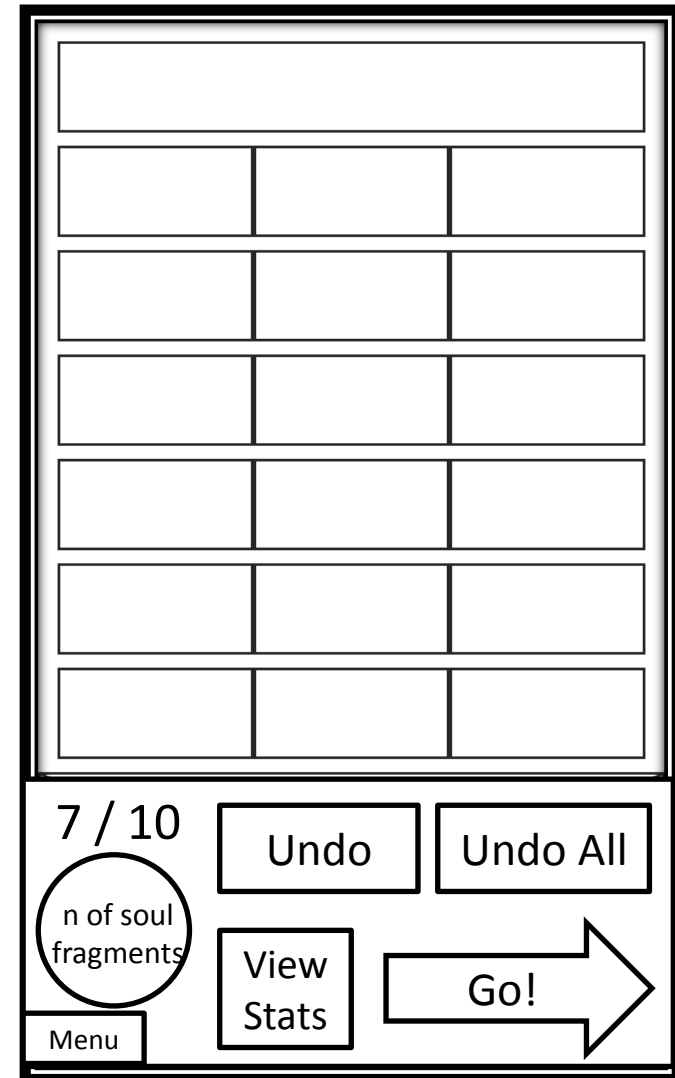
Note that certain layouts can lead to rooms that combine different elements together, for example a locked dark room with an enemy encounter and a fountain. When entering rooms that hold different in-room combinations you will always address the situation from left to right. At the some extreme cases, a room can be simultaneously locked, cursed and dark.

4. Game Flow

The Shift:

Once you enter a new level, The Shift phase begins. At first you receive a randomly generated stage, now It is your turn to re-arrange it. Use up your Soul Fragments in order to swap chosen room Across a certain column / row. Each swap costs 1 soul Fragment, you can undo your actions if necessary.

Tap and hold on a certain room to begin re-arranging It's location, you are locked to the same column / row and once you let go of your finger the two rooms shall swap their locations.



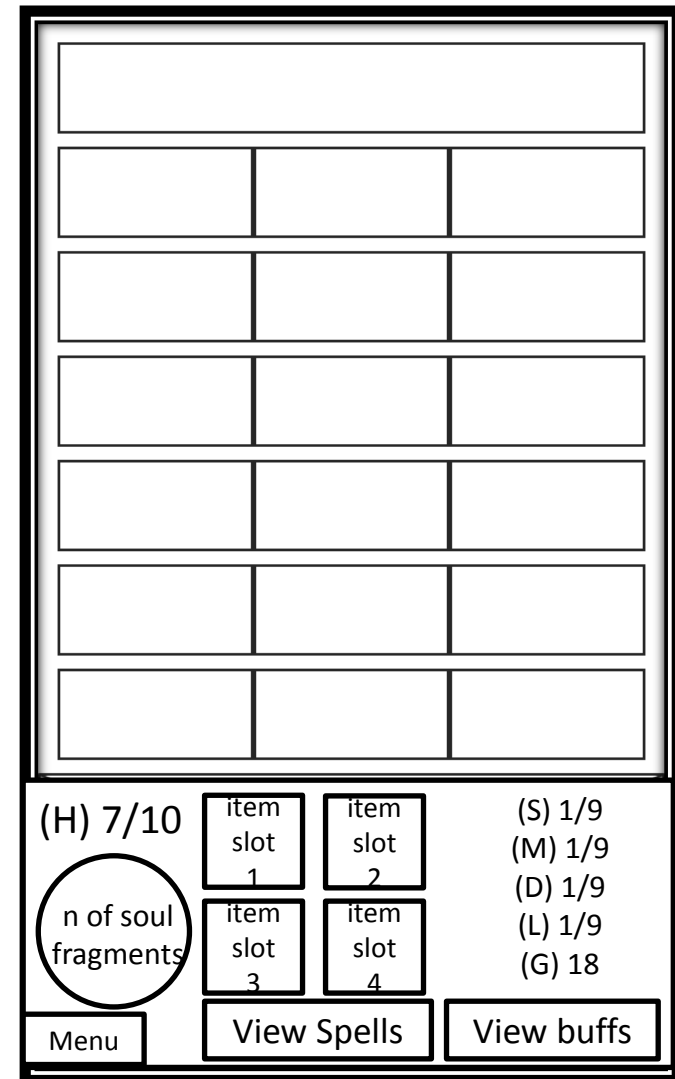
4. Game Flow

The Ascension:

After your layout is set you begin The Ascension Phase, HUD will now show player stats and inventory. You can now select a room from the first row to be your starting point by tapping on it.

Once a room has been cleared, arrows shall appear To connect it to neighboring rooms. You can then tap on an arrow to traverse to the corresponding room. Note that you can enter Cleared rooms multiple times, however, once you ascend to an upper row you can no longer go back down.

Once you defeat the boss room you will proceed to the next stage.



4. Game Flow

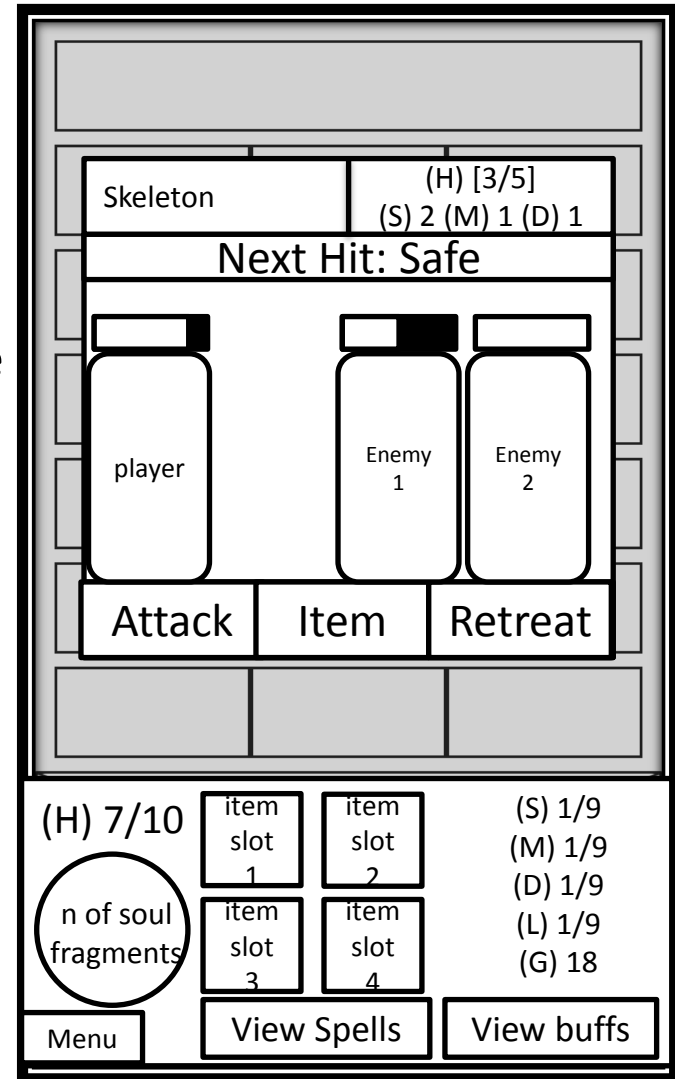
Combat:

When you engage with enemies in a room, you enter combat mode. While in combat a pop-up will initiate to represent the current battle Scenario (background dims).

A turn consists of your move and the enemy's move in sequence.

While in combat you have 3 options:

- Attack: Deal damage to the active enemy.
 - Item: Use an item (if possible), this uses up your Turn so you can not use an item and attack at the Same turn.
 - Retreat: Go to the previously visited room.
- Enemies' health is fully restored when retreating, However, dead enemies will not re-spawn.



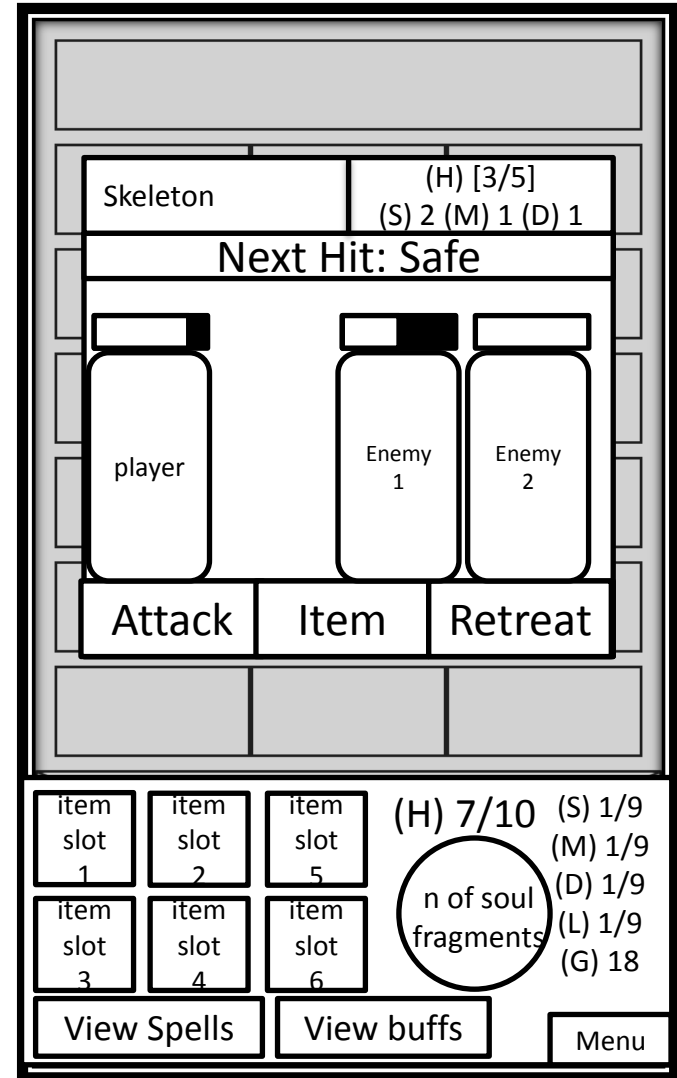
4. Game Flow

The top information is the active enemy's name and stats.

Next Hit: Indicates the result of using a regular attack on the current turn. Possibilities include: Safe / Death / Victory

Blocked Commands: There are certain scenarios in which certain options are unavailable, these include:

- Item: No use-able items available / enemy effect prevents the use of item.
- Retreat: If the previously visited room was in a lower row / enemy effect prevents the use of retreat.



4. Game Flow

Core Game Loop:

This core loop is executed throughout the 5 stages of the game, after stage 5 the game ends and the player wins.



The focus is on the learning curve and procedural generation. Players need to learn the rules of the world and game mechanics in order to be victorious, as well as being lucky with the randomly generated aspects of the game.

4. Game Flow

Progression Through Achievements:

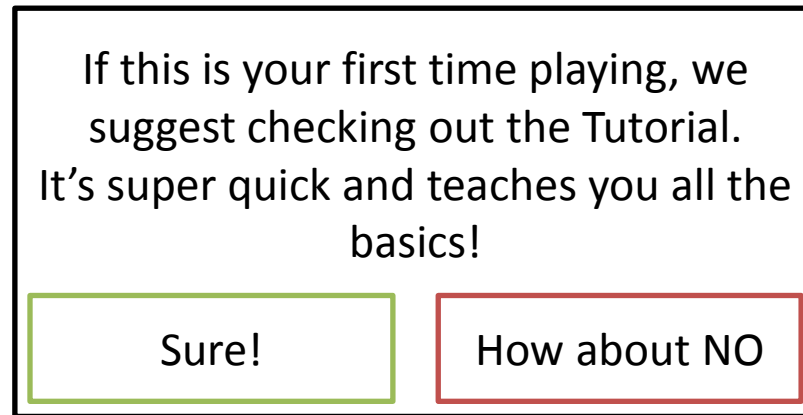
When obtaining achievements players get certain additions to the game, including more items and special events. Thus, consistently playing the game not only makes the player more experienced and masterful of the game mechanics but also provide boosts and various possibilities that may aid struggling players on their runs.

Losing the game is less punishing when you understand that at least a certain amount of your progress can affect the following runs in forms of unlockables. Achievements also add milestones and goals for players who are “achievers” and thus increase their play-time.

4. Game Flow

Onboarding:

On initial launch of the game, the Resume option in the main menu is replaced by Tutorial. If players decide to select New Run from the get go, a pop-up will initiate and suggest that the player should check out the tutorial first.



The tutorial presents the player with a pre-determined level that is constructed specifically to showcase the basic room mechanics and dynamics. Some tool-tips and prompts shall appear throughout the session and inform the player about various actions and UI elements. Upon completion of the tutorial the player gains an achievement, and is thrown back to the main menu. The Tutorial option will be replaced by Resume when the player either completes the tutorial or begins a new run.

5. In-Depth Mechanics

Encounters:

Enemy encounters can hold various beneficial rewards for the player, the most important is Soul Fragments. Enemies also drop Gold upon defeat, and have a certain chance to drop various items as well.

Encounters initiate the combat window.

Treasures:

Treasure chests can contain various rewards, from gold to common / special items. Some chests require a key (visually distinguishable from regular chests) which is an item that can be dropped from enemies/ obtained in various situations, but hold greater rewards inside.

Treasures initiate the loot window.

Altars:

Altars require you to make sacrifices in order to receive something in return.

There are a few different altars, each gives different rewards. In The Shift phase you can only see what kind of altar is present, when you step inside the room the sacrifice that's required shall also be revealed. You will not know what exactly you get in return until you initiate the sacrifice.

Altars initiate the pray window.

5. In-Depth Mechanics

Merchant:

A merchant can provide various goods for sale, use your earned gold to buy items. You can also sell items to a merchant for a small fee.

Merchants initiate the shop window.

Fountains:

Drinking from Fountains completely refills your health. Once you drink from a fountain you can not drink from it again. You can also throw gold inside to increase your luck, upgrading to the next level of the Luck stat depends on the current level. The cost is your current stat level times 10. For example, if you have Luck level 4, it costs 40 coins to upgrade to level 5. You can only throw gold into a fountain that still has water in it (Did not drink from it).

Fountains initiate the fountain window.

Events:

Random events can occur in rooms that trigger certain good / bad scenarios.

Some can give you an item or a buff, some can cripple you in certain ways and there are also a few unique ones. See the Events section in the database for further information on the types of random events.

Events initiate the event window.

6. UI / UX

Controls Rationale:

The game's controls shall be designed in a way that fits the mobile platform conveniences and ease of use;

- Only one touch input required at a given time.
- Game can be played using one hand (no two handed play required).
- Turn based, calculated decisions that do not require “twitch skill”.
- “Tap” / “Tap and Hold” touch commands for ease of use.
- No precision inputs required.

Guidance:

The game shall guide the player by highlighting available actions, dimming unused game space, and focus on displaying the most relevant information at any given time. Feedback shall be noticeable when carrying out meaningful actions throughout all phases of the game. The menu button should always be visible to the player while in-game. Icons should be intuitive to understand and correlate between player and enemy stats when possible.

6. UI / UX

Main Menu UI:

Resume: Continue an active run (Blocked if There is no active run). *

New Run: Start a new run (If there is a currently Active run, this will overwrite it).

Collection: View your collection. Includes items collected, enemies defeated and etc.

Leads to a separate menu.

Extra: View extra features like credits and statistics.

Settings: Manage game settings like volume, Brightness and Interface.

Leads to a separate menu.

Exit: Close the game

*Tutorial: On first-time run of the game, the Resume option is replaced by the Tutorial option.

The tutorial can be accessed at a later time from the Extra menu.



6. UI / UX

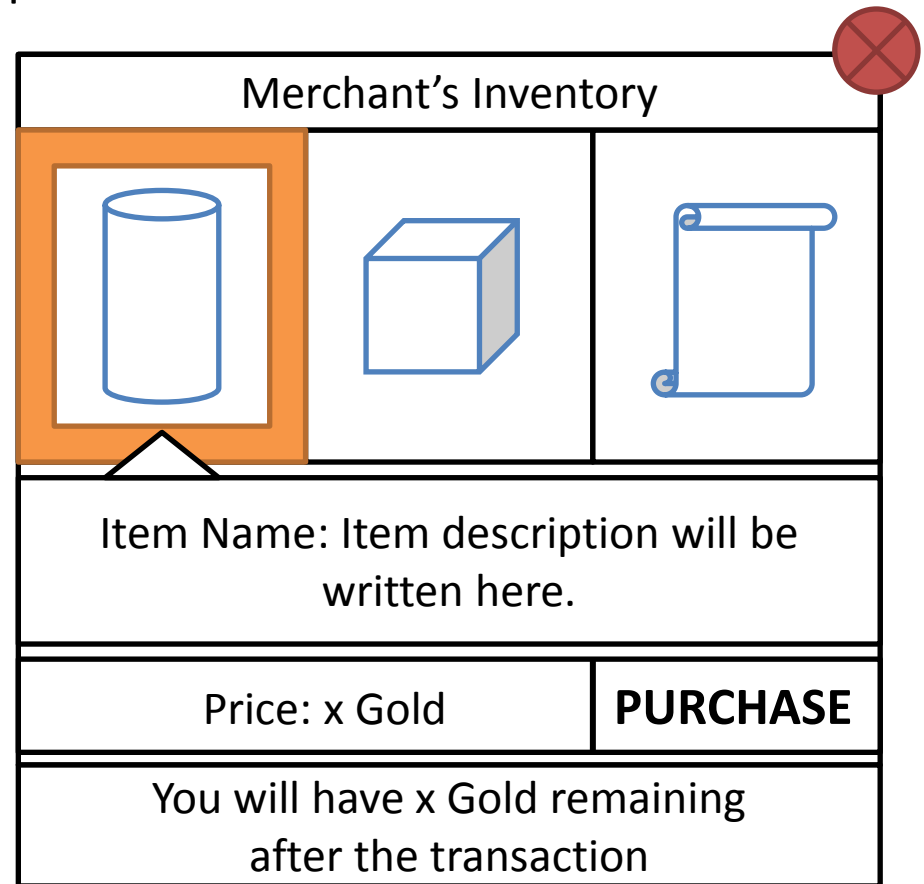
In-Game UI:

This is an example of an in-game pop up that shows the merchant's inventory. Most pop ups will have a red X on the top right corner to close the window (unless there is a mandatory choice to be made).

When pop ups initiate, everything in the background dims except for the HUD.

Pop ups occur by the following:

- Battle (mandatory)
- Event (mandatory)
- Merchant / Fountain / Altar
- Consuming Boss Souls (mandatory)
- Menus



7. Database

Enemies:

Stage 1

- Bat [Rusty Key 15%] - common
- Skeleton [Tiny Herb 40%, Rusty Key 30%] - common
- Jr. Slime [Squishy Goo 60%] - common
- Lil' Spider [Poisonous Sting 5%, Spider Web 25%] - uncommon

Stage 2

- Mutated Bat [Iron Key 20%] - uncommon
- Skeleton Knight [Tiny Herb 40%, Broken Shield 15%] – common
- Skeleton Wizard [Elemental Cloud 20%, Small Cure 15%] - common
- Jr. Slime [Squishy Goo 60%] - rare
- Lil' Spider [Poisonous Sting 5%, Spider Web 25%] - common
- Spider [Poisonous Sting 30%] - common

Stage 3

- Wraith [Medium Herb 20%] - common
- Slime [Sticky Scrap 10%, Iron Key 20%] - common
- Evil-Eye [Cursed Eyeball 20%] - uncommon
- Mimic [Doubloon 10%] - rare
- Undead Sage [Spark 20%, Ignite 20%, Snow-Bomb 20%] – uncommon
- Werewolf [Fang 20%, Iron Key 20%] - rare

7. Database

Enemies:

Stage 4

- Undead Sage [Spark 20%, Ignite 20%, Snow-Bomb 20%] - common
- Werewolf [Fang 20%, Iron Key 20%] - common
- Stone Golem [Fractured Rune 30%] - rare
- Banshee [Haunt 40%] – rare
- Mimic [Doubloon 10%] – uncommon
- Evil-Eye [Cursed Eyeball 20%] – uncommon
- Tarantula [Large Herb 15%, Venom 20%] - uncommon

Stage 5

- Undead Warlock [Thunderbolt 20%, Firestorm 15%, Blizzard 10%] -uncommon
- Ice Golem [Frozen Rune 25%] - uncommon
- Banshee [Haunt 40%] - common
- Harpy [Magic Feather 25%] - common
- Hellhound [Burning Ashes 25%] - uncommon

Bosses

- Stage 1: Ogre
- Stage 2: Skele-Rat
- Stage 3: Queen Slime
- Stage 4: Nepenthesaur
- Stage 5: Lord of the Tower

7. Database

Items:

Consumables (1 time use, can be independently activated)

- Tiny Herb: Recover 6 Health [inside / outside of combat].
- Medium Herb: Recover 20 Health [in / out of combat].
- Large Herb: Recover 40 Health [in / out of combat].
- Squishy Goo: Inflict 1-3 damage on an enemy and skip enemy counter attack [in combat].
- Fang: Inflict 5-15 damage on an enemy and skip enemy counter attack [in combat].

Key Items (1 time use, require certain conditions to be activated)

- Rusty Key: Has 50% chance to open treasure chests, otherwise breaks.
- Iron Key: Opens regular treasure chests.
- Golden Key: Opens golden treasure chests and regular treasure chests.
- Doubloon: Can be thrown into a Fountain to instantly level up your luck stat by 1.

Passive (provide a constant effect while in player's inventory)

- Spider Web : Reduces damage from all spider type enemies by 20%.
- Cracked Shield: Has a 5% chance to completely negate an enemy attack, then breaks.
- Cursed Eyeball: Makes Cursed Rooms more likely to appear, but increases Magic by 1 level.
- Sticky Scrap: Has a 10% chance to pick up a small amount of gold when ascending rows.
- Fractured Rune: Increases the chances of higher tier rewards when praying at altars.
- Burning Ashes: Increases the power of Fire based spells by 30%.
- Magic Feather: Increases the power of Lightning based spells by 30%.
- Frozen Rune: Increases the power of Ice based spells by 30%.

7. Database

Spells:

- Venom: Poison an enemy for continuous damage during the next 3-5 turns. [10 uses]
- Weak Cure: Restore 5-7 health. [5 uses]
- Strong Cure: Restore 15-25 health. [3 uses]
- Haunt: Cause an enemy to become frightened, preventing incoming attacks for 2 turns. [5 uses]
- Elemental Cloud: Deal weak damage of a random element to all enemies. [10 uses]
- Spark: Deal medium lightning damage to a single enemy. [7 use]
- Ignite: Deal medium fire damage to a single enemy. [7 uses]
- Snow-Bomb: Deal medium ice damage to a single enemy. [7 uses]
- Thunderbolt: Deal strong lightning damage to a single enemy. [5 uses]
- Firestorm: Deal strong fire damage to all enemies. [3 uses]
- Blizzard: Deal medium ice damage to all enemies, may freeze them for 1 turn. [4 uses]
- Elemental Storm: Deal medium damage of a random element to all enemies. [5 uses]

Bufs:

- Achilles: Increase Strength by 1, decrease Defense by 1. [unlimited duration]
- Barrier: Increases defense by 1. [1 stage duration]
- Drain: Restores your health by 5% of any damage inflicted to the enemy. [10 rooms]
- Aura: Increases your Magic by 1. [10 rooms]
- Purity: Cancels all your de-buffs and prevents farther de-buffs while active. [5 rooms]
- Mastery: Increases all of your damaging spells' power by 10%. [10 rooms]
- Keen Eye: Increases the drop rate of items by 10% [unlimited duration]

7. Database

Altars:

Deity's Name	Possible Sacrifices	Possible Rewards
Icarus (Yellow Altar)	<ul style="list-style-type: none">• Reduce your luck by 1 level• Destroy all fountains in current stage• Lose half your gold	<ul style="list-style-type: none">• Increase your Strength by 1-2 levels• Grant the "Achilles" buff
Merlon (Blue Altar)	<ul style="list-style-type: none">• Reduce your strength by 1 level• Cut your current health by half	<ul style="list-style-type: none">• Increase your Magic by 1-2 levels• Grant the "Aura" buff + the "Purity" buff• Receive the "Weak Cure" / "Elemental Cloud" spell
Strorix (Green Altar)	<ul style="list-style-type: none">• Cancel all of your active buffs and de-buffs• Reduce your defense by 1 level	<ul style="list-style-type: none">• Grant the "Keen Eye" buff• Receive 15 / 30 Gold + spawn a merchant
Pandora (Red Altar)	<ul style="list-style-type: none">• Cut your current health by half• Lose all your items	<ul style="list-style-type: none">• Increase Strength, Defense and Magic by 1 level• Grant the "Drain" buff + the "Mastery" buff• Increase a random stat by 1-2 levels

7. Database

Event List:

- Leprechaun: Receive 5 (40% chance) / 15 (45% chance) / 30 (15% chance) gold.
- Traveling Trader: Trade a random (stated) item from your inventory for a random (stated) item.
- Preacher: Receive “Small Herb” (60% chance) / “Large Herb” (40% chance) if previously prayed at an altar throughout the current run.
- Glowing Stone: inspecting the stone with 3 - 5 luck will yield a “Fractured Rune”, inspecting with 6 luck or more will yield a “Frozen Rune”. Inspecting with 1-2 luck will yield no results.
- Gatekeeper: Guards an open golden chest, requires any one stat to be above 6 to pass.
- Witch of Darkness: All rooms in the rows above the current row become dark rooms (room contents do not change).

Achievements:

- Ascension: Complete the game once
- Collector: Finish the Collection page
- Master of Time: Complete the game in less than 20 minutes
- Polytheism: Pray in 4 different altars in the same run
- Salvager: Open 50 chest (across multiple runs)
- Token of Gratitude: Spend a Doubloon in a fountain
- Fasting: Complete the game without drinking from a fountain
- In The Face of Evil: Defeat 200 enemies (across multiple runs)
- Wizardry: Use every spell at least once (across multiple runs)
- Heavy Spender: Spend 500 gold at merchants (across multiple runs)

8. Technical

Formulas:

All formulas' variables are rounded up to integers.

Player Damage formula:

Damage = ($\{\text{Player's Power}\} * \text{Melee Attack Modifier}\} * \{\text{Buff multiplier}\} - \{\text{Enemy Defense} / 2\} + 1$

Player Magic formula:

Damage = ($(\{\text{Player's Magic}\} * \text{Magic Attack Modifier}\} * \{\text{Elemental Bonus}\}) * \{\text{Buff multiplier}\} - \{\text{Enemy Defense} / 2\}$

Enemy Damage formula:

Damage = ($\{\text{Enemy's Power}\} * \text{Enemy Attack Modifier}\} * \{\text{Room Buff}\} - \{\text{Player Defense}\} + 1$

8. Technical

Adjustable Parameters:

Player

- Max stat levels
- Max Soul Fragments held
- Sprites and animation frames

Enemies

- Drop rates and dropped items
- Stats and Health
- Gold
- Rarity
- Elemental Weakness
- Sprites and animation frames

General

- Room Type rarity
- Room type availability
- Formulaic elements and parameters
- Scroll usage times
- Altar rarity
- Events rarity / availability
- Merchant rarity / availability
- Merchant inventory / availability
- Treasure Chest inventory
- Golden Treasure Chest inventory
- Level Editor for constructing rooms

8. Technical

Analytics:

Time

- Total play time
- Average session time
- Time to first exit

Logs

- Tutorial Initiated
- Tutorial completed
- Stage 1 – 5 completed (stage by stage)
- Item usage
- Defeated by enemy: X
- Altar prayers (total + per altar type)
- Game status when quitting

Stats

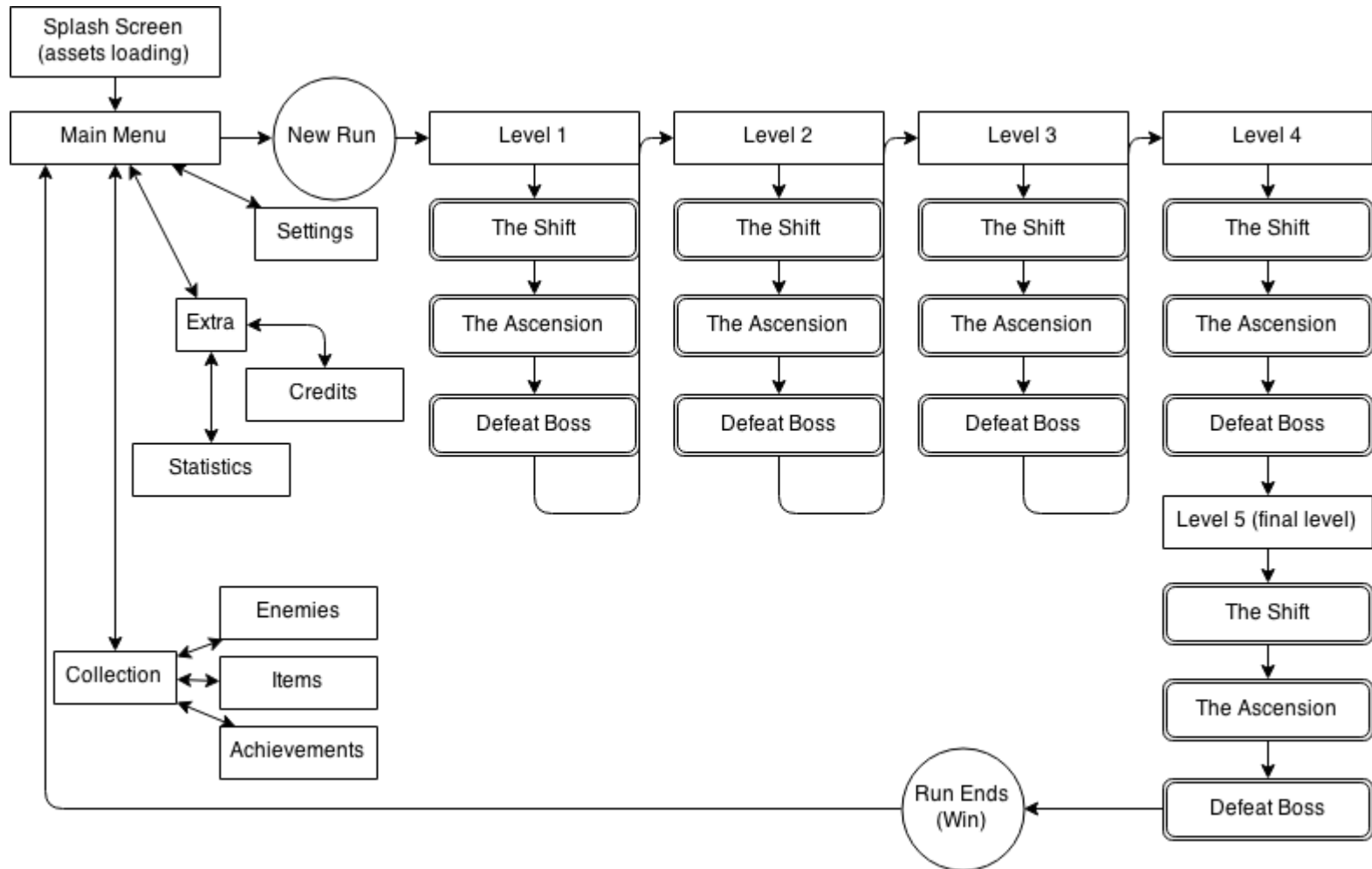
- Achievements completion rate
- Win / Lose ratio
- Soul Fragments left when completing the game
- Soul Fragments in possession when advancing to the next floor

KPI

- DAU / MAU
- Churn rate
- Retention (2nd day, 7th day)
- Download / Installs

9. Further Reading

Scene Mapping:



9. Further Reading

Business Model:

The game will provide a pay up front business model, where you pay the complete amount of the game's retail price upon purchase.

The design of the game is geared towards indie game enthusiasts, and hardcore gamers who like things done 'the old fashioned way'. Furthermore, the target audience is constructed of people who are statistically more likely to pay for games they want.

Even though the free to play model is currently dominating the mobile charts, a game has to be designed from the grounds up to support that kind of monetization tactic. Tower Swap is not designed in a way that can incorporate micro payments, however expanding the game's content and playtime through Paid-DLC can yield more revenue when the time comes.

Following the trends of this genre of games, and the target audience's demographic, I am confident that this is the safest business model possible.

Tower Swap will retail for a price of 5\$ in the Google Play / App Store.

9. Further Reading

Post-Launch Expansions:

Using the same assets and tuned mechanics it is possible to add new content to the game to increase it's overall appeal and retention of players.

- New game mode: Puzzle – Rooms are no longer randomly generated, but carefully constructed in the layout to allow specific solutions to be valid while others to be doomed. The focus is on being precise when designing the layout as there are only very few possible combinations that actually allow you to beat the level.
- New content – New monsters / items / various other elements and objects could be added with patches and expansions, to add more variety and possibly more complexity for advance payers (Advance mode content for example could be toggled on / off, while other more basic item varieties could be included for regular play).

10. Appendix

GDD Change Log:

v0.2 additions (10.6.15)

- UI / UX additions.
- Table of contents planned out
- Further adjustments to gameplay elements

v0.3 additions (22.6.15)

- Revamped Shift / Ascension UI
- Added Onboarding
- Completed various incomplete sections

v0.4 additions (29.6.15)

- Another Revamp to the Shift / Ascension UI.
- Changes to core gameplay (More item slots, new magic stat parameter and spells)
- Database updated

v0.5 additions (5.7.15)

- Formulas updated
- Database updated

v0.6 additions (12.7.15)

- Database updated
- Minor tweaks to some core game mechanics
- Added further reading section

10. Appendix

GDD Change Log:

v0.7 additions (14.7.15)

- Events List updated
- Various tweaks
- Altars added

v0.8 additions (18.7.15)

- Various tweaks
- Analytics added
- Adjustable Parameters added

v0.9 additions (20.6.15)

- In-Game UI added
- Business Model added

V1.0 additions (21.7.15)

- Database updated
- Final tweaks and various updates