High Concept

Have you ever dreamt of being a legendary Tomb Raider like Indiana Jones or Lara Croft? Do you enjoy the thrill of one wrong step being your potential failure?

In "Tricky Temple" you enter dark temple rooms with precious treasures on the other side. You only catch a glimpse of the path leading to the precious object before your torch dies. There's no going back, so it's either gore or glory!

Enjoy hundreds of levels with rising difficulty and make it as far as possible, while the temple around you becomes darker and more dangerous with every step.

Fact Sheet

Genre	casual puzzle game
Platform	PC, mobile
Target Audience	players who enjoy high-risk gameplay, testing their memory and being challenged, age 8-99
Features	- high accessibility - familiar setting with immersive sounds and graphics - thrilling high-risk gameplay

Gameplay

Each level consists of a top-down grid with the player character starting on the left side. The treasure is seen on its own tile on the right side of the screen. At the beginning of each level the player will be shown the path in between their own position and the position of the treasure for a defined amount of seconds. Afterwards, the space inbetween gets dark, with the player having to rely on their memory in order to cross the abyss and reach the treasure. If the player missteps they lose and have to start over from the beginning. If they reach the treasure, they succeed and are presented with the next level.

On PC the game will be controlled with the Arrow or WASD keys, on the mobile phone with swiping in the according direction.

In between levels the player has to perform an input action to confirm that they want to see the next level, in order to make sure that they have their attention focussed on the challenge.

Level Progression

Level progression is a major factor in "Tricky Temple". In higher levels the treasure will move further away from the player and the paths will get longer and more complicated. In later gameplay, several kinds of traps can be added, for example an unstable path or fireballs which have to be avoided.

The levels are additionally divided into several temples which have to be beaten and consist of a set number of handcrafted levels. Each tempel differs in its graphical style and in the challenges it provides. Beating temples will unlock new and more difficult temples.

Handcrafted levels are preferred over procedural generation, because it gives player the chance to learn the temple levels by heart, giving them a learning curve per temple and a more emotional connection to the levels. Once they make a mistake, the whole temple gets reset and they have to start from the beginning, but the highest level the player reached is still shown in the menu to represent their progress.

The increased difficulty may have to be balanced with an increased time that the player is able to see the level layout. It is also possible to add the option of revealing certain tiles in the path permanently in order to help the player.

Sources:

Egyptian Temple   Font   Character   Torch   Treasure