

DungeonTop - A table top roguelike deckbuilder

Design intent:

Matching the unique choices and play style of Slay the Spire with the feeling of table top miniatures combat

Marketing Hooks:

What if the Hearthstone board had a 2nd dimension in a Slay the Spire format? A "darkest dungeon"-looking fantasy inspired by D&D where heroes emerge to battle a dead god buried long ago

Main Features:

Roguelike permadeath deck-builder played in runs of 90 minutes (full length)
2 classes x 2 allegiances = 4 decks
300+ player cards
50+ encounters in a procedurally generated dungeon
5 boards representing different areas ranging from 4x4 to 10x4 tiles

The Team:

One Up Plus has 3 full time members
Andrew Chia - Founder Developer
Maggie Xu - Founder Biz Dev & HR
Bryn Welsh - Game Designer

Timeline:

Early Access for PC via steam Jan 16, 2020
bi-weekly updates to balance, finish 3rd class, and 2 more allegiances (2 months estimated)

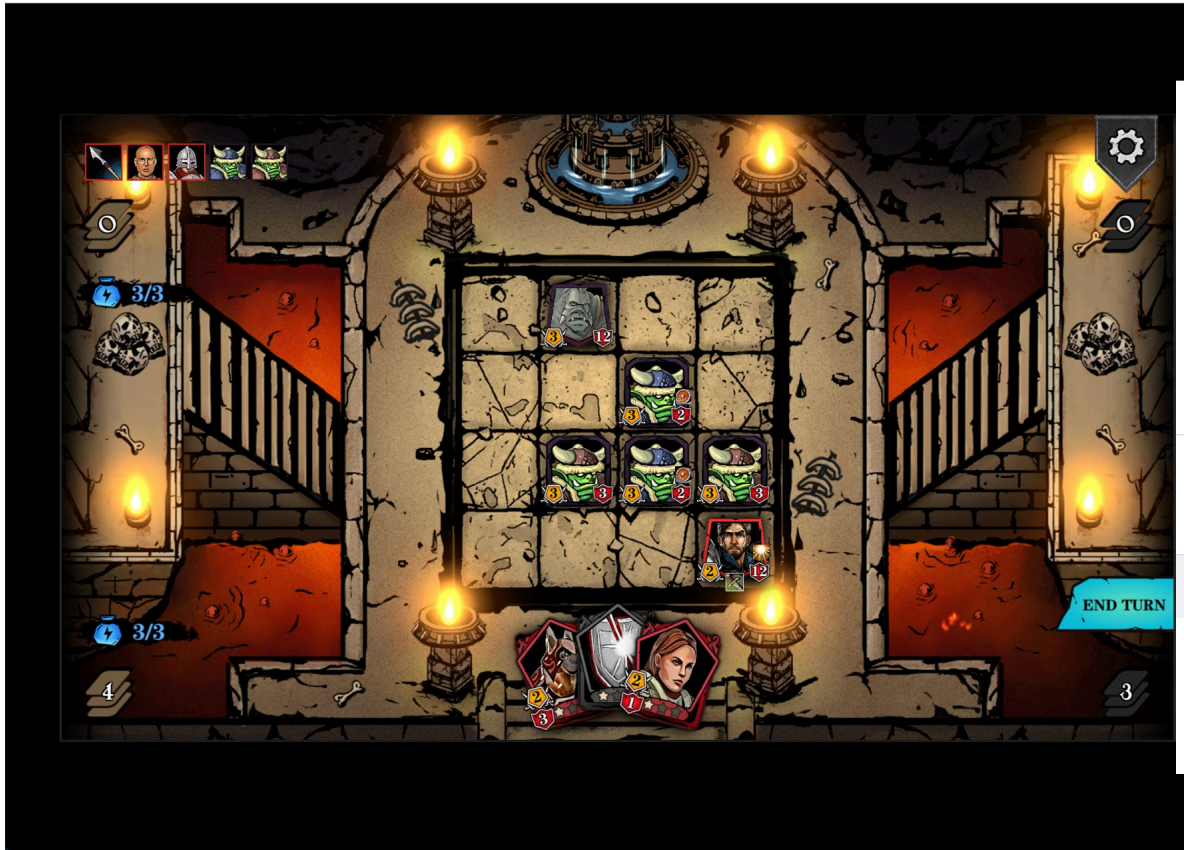
https://store.steampowered.com/app/1146230/Spellword_Cards_DungeonTop

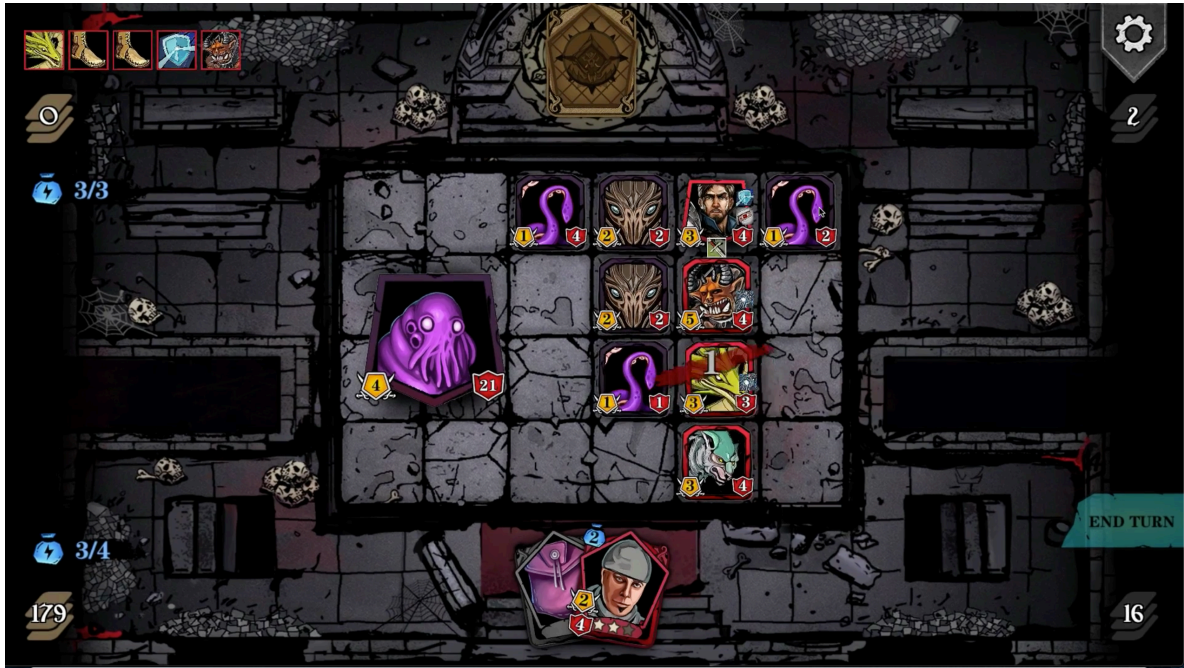
Previous games in same genre:

Spellword Cards: Origins - https://store.steampowered.com/app/1070190/Spellword_Cards_Origins/ (Apple featured)

Spellword Cards: Demontide - https://store.steampowered.com/app/801210/Spellword_Cards_Demontide/

Screenshots:







Steam keys:
7LX3L-JFOYW-4YK GK

ZHC3N-2NQL8-DJWIH

Steam page :

https://store.steampowered.com/app/1146230/Spellsword_Cards_DungeonTop/

Discord: <https://discordapp.com/invite/SjzrwSR>