

# SPICE

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## What is “Spire”

In Spire, the natural world is threatened by a dangerously large mechanical tower that moves around the map on robotic legs... and it's up to you to save it! The Spire refers to the mechanical tower and the premise of the game is surviving with only what you need.

## B.B. Berry

- Hero Archetype & Rebel sub-Archetype
- Unlike other fruit folk, B.B. sprouted from her berry branch all alone. Unbeknownst to her, she was born in a greenhouse within the mad Minerva's tower!
- Driven by the desire to reconnect with her family, and fight Minerva's invasive tower.
- Silent protagonist.



# Minerva

- Villain Archetype (accidental) & Inventor/Artist/Fanatic sub-Archetypes
- Minerva is a human woman who has replaced a lot of her body part with mechanical parts in her efforts to flee from mortality
- Minerva's biggest flaw is her avoidance. She does everything she can to avoid her negative feelings, filling her world with non necessities so that she doesn't have time to settle with her honest thoughts and feelings.
- Minerva has outlived those she loved most— sending her further spiraling down her way of denying mortality. She cannot understand how a human being which is so complex could just stop existing.



# Minerva's Travelling Tower

Minerva's tower is where the story begins, with B.B. breaking out of the lowest branches of the spire.

Minerva has created the traveling tower in order to protect herself. Her fear of mortality has caused her to become wildly agoraphobic, so Minerva fills her tower with hobbies, trinkets, tools and items to avoid going outside, getting in danger and her obsessive thoughts— but crowds herself to the point that she has to continue building upwards thus needing to take more to sustain herself.



## Moss Boy

- Ally Archetype & Scapegoat sub-Archetype
- Moss Boy is another plant-based person and has been in the world of the tower a while before B.B. was born.
- He acts as a kind of tutorial character, helping B.B. with her journey and offering tips... but he's kind of stuck up!





# Plato (Mole Bros)

- **Plato** is an Ally Archetype & Monk sub-Archetype
- After traveling the world looking for treasures, after seeing the devastated lands brought about by the tower, Plato had a profound realization that led him to renounce his greedy ways and embraces a new balanced lifestyle.
- He is an ally by helping B.B. Berry through trading tools to help her advance through the tower.
- He fits the monk archetype by teaching B.B. Berry to “take only what you need” and teaches this by only allowing B.B. Berry to have one tool at a time.



# Doug (Mole Bros)

- Doug is Ally Archetype & Explorer sub-Archetype
- Doug lives in the tower through the tunnels he's created and steals various items and materials. His reasons are that these various items aren't being used and are just being wasted.
- He is an ally archetype by helping B.B. Berry throughout the tower, selling her various items that can help her upgrade the camp and or restore her health.
- He is an explorer archetype because he shows up on different floors of the tower through the usage of his tunnels and explores many rooms of the tower to steal different items that he can sell.





# Doug Concept Design Work



Art by October



# Terra

- Guardian Archetype & Shaman sub-Archetype
- Terra's father was the one who taught her everything there is to know about gardening. Over the years, Terra began to take her father and his teachings for granted. Then the destruction of her homeland happened and the tower not only destroyed all the crops Terra has cared for but the one thing she cared for most, her father.
- Terra has the guardian archetype because she is the caretaker/guardian of B.B. Berry's camp and tends to the camp's garden.
- Terra is the shaman sub-archetype because she is someone of good and evil pasts who practices healing.

# Toy Trinket Triad (Event)

- Trickster Archetype
- Sir Tickington is the Alchemist sub-Archetype
- Sir Tickington is a wind-up toy knight that has the power to control an amount of time, whether that be slowing down B.B.'s movement or speeding up his attacks. He is the alchemist sub archetype due to his ability of time manipulation. He is an impatient but lazy toy. He was created by Minerva so she could have a friend who keeps track of time.
- Gearsly Gizmowatt is the Servant sub-Archetype
- Gearsly is a wind-up toy robot that has weak A.I. technology integrated within the toy. Gearsly is arrogant and claims to be the brains of the triad but his egocentric personality blinds his true potential. Gearsly is a servant archetype due to the fact that he serves Minerva by completing mundane tasks. How Gearsly works as a miniboss is that he tries to "outsmart" B.B. Berry by making her solve puzzles and avoid traps, however, the puzzles aren't as elaborate as Gearsly thinks.
- Wendy Wind-Up is the Artist sub-Archetype
- Wendy is a wind-up music box toy. She is elegant and more reasonably mannered of the triad. When was made by Minerva as an entertainment source. She sees what Minerva is doing to the world but has her own interpretation of what's going on, just like how art can be subjective. She's an artist archetype because she is a master of creating music. How Wendy works in the miniboss fight starts with her conducting objects within the room to attack B.B. Berry. Eventually the song will end and she will be defeated. This boss fight is to test B.B. Berry's endurance.

# Relationships - The Mole Bros

- Opposite personalities
- Opposite philosophies
  - Estranged brothers

# Relationships - Two Plant Pals

- Moss Boy and B.B. have their quirks, but they do clearly care for each other.
  - Found family (brother and sister dynamic)
- Grow together