

# GEVO Tower Defence Battles

## Plán hry

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January 4, 2023

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## 1 Obecný plán hry

Tato hra se bude velmi inspirovat hrou „Bloons Tower Defense“. Objevíte se na levelu, který bude mít předurčenou cestu kudy nepřátelé budou moct jít. Nepřátelé v této hře budou auta. Cíl nepřátel je se dostat po cestě pryč z mapy. Za každé auto, co vyjede z mapy se nám ubere 1 život. Počet životů máme podle nastavené obtížnosti. Abychom zabránili nepřátele musíme postavit věže, které mají své speciální schopnosti, každá střílí nějakým způsobem a jinak rychle. Každá věž také stojí jinou cenu.

## 2 Configuration

- Screen resolution:  $960 \times 800 \text{px} \Rightarrow 60 \times 50$  tiles
- Tile =  $16 \times 16 \text{px}$
- Speed of enemies: ?
- Size of enemies: 2 tiles
- Size of towers: 2 tiles
- Width of the road: 2 tiles

### 3 **Ekonomika**

- 1 hit = 1 coin
- Na konci každého kola: +100 coinů, každých 5 kol se počet zvýší o +100
- Počáteční peníze: 100 coinů

## 4 Levely

### 4.1 Level - 1

#### 4.1.1 Round 1

- $20 \times$  enemy lvl. 1  $\rightarrow$  spawn 1 enemy per second

#### 4.1.2 Round 2

- $10 \times$  enemy lvl. 1  $\rightarrow$  spawn 2 enemies per second

subsubsectionRound 3

- $20 \times$  enemy lvl. 1  $\rightarrow$  spawn 2 enemies per second

subsubsectionRound 4

- $20 \times$  enemy lvl. 1  $\rightarrow$  spawn 2 enemies per second
- $5 \times$  enemy lvl. 2  $\rightarrow$  spawn 1 enemies per second

subsubsectionRound 5

- $20 \times$  enemy lvl. 1  $\rightarrow$  spawn 2 enemies per second
- $10 \times$  enemy lvl. 2  $\rightarrow$  spawn 2 enemies per second

subsubsectionRound 6

- $20 \times$  enemy lvl. 2  $\rightarrow$  spawn 2 enemies per second

subsubsectionRound 7

- $20 \times$  enemy lvl. 2  $\rightarrow$  spawn 2 enemies per second
- $10 \times$  enemy lvl. 3  $\rightarrow$  spawn 1 enemies per second

## 5 Věže

### 5.1 Basic věž

- Special ability: none
- Range: ? (outside of the tower)
- Cost:
- Base level:
  - Damage: 1
  - Recharge speed: 1s
  - Ammo type: White bullet
  - Upgrade cost:
- Level 1:
  - Damage: 1
  - Recharge speed:  $\frac{2}{3}$ s
  - Ammo type: White bullet
  - Upgrade cost:
- Level 2:
  - Damage: 2
  - Recharge speed:  $\frac{2}{3}$ s
  - Ammo type: Light grey bullet
  - Upgrade cost:
- Level 3:
  - Damage: 2.5
  - Recharge speed:  $\frac{2}{3}$ s
  - Ammo type: Dark grey bullet
  - Upgrade cost:
- Final stage:
  - Damage: 2.5
  - Recharge speed:  $\frac{1}{3}$ s
  - Ammo type: Black bullet
  - Upgrade cost:

## 5.2 Věž s očima

- Special ability: can attack all enemy types
- Range: ? (outside of the tower)
- Cost:
- Base level:
  - Damage: 1.5
  - Recharge speed: 1s
  - Ammo type: Very light green screw
  - Upgrade cost:
- Level 1:
  - Damage: 1.5
  - Recharge speed:  $\frac{2}{3}$ s
  - Ammo type: Light green screw
  - Upgrade cost:
- Level 2:
  - Damage: 2.5
  - Recharge speed:  $\frac{2}{3}$ s
  - Ammo type: Green screw
  - Upgrade cost:
- Level 3:
  - Damage: 2.5
  - Recharge speed:  $\frac{1}{3}$ s
  - Ammo type: Dark green screw
  - Upgrade cost:
- Final stage:
  - Damage: 4.5
  - Recharge speed:  $\frac{1}{3}$ s
  - Ammo type: Super dark screw
  - Upgrade cost:



### 5.3 Kanón

- Special ability: splash damage
- Range: ? (outside of the tower)
- Cost:
- Base level:
  - Damage: 5
  - Recharge speed: 3s
  - Ammo type: black canon bal
  - Upgrade cost:
- Level 1:
  - Damage: 5.5
  - Recharge speed: 2.5s
  - Ammo type: black canon ball with smoke
  - Upgrade cost:
- Level 2:
  - Damage: 6
  - Recharge speed: 2s
  - Ammo type: black canon ball with smoke and fire
  - Upgrade cost:
- Level 3:
  - Damage: 6.5
  - Recharge speed: 2s
  - Ammo type: black canon ball with a small explosion
  - Upgrade cost:
- Final stage:
  - Damage: 6.5
  - Recharge speed: 1.75s
  - Ammo type: black canon ball with a big explosion
  - Upgrade cost:

## 5.4 Yeti

- Special ability: freeze down enemies
- Range: 2 tiles (outside of the tower)
- Cost:
- Base level:
  - Freeze duration: 0.5s
  - Upgrade cost:
- Level 1:
  - Freeze duration: 1s
  - Upgrade cost:
- Level 2:
  - Freeze duration: 1.5s
  - Can freeze all enemy types
  - Upgrade cost:
- Level 3:
  - Freeze duration: 2s
  - Upgrade cost:
- Final stage:
  - Freeze duration: 3s
  - Upgrade cost:

## 5.5 Laser

- Special ability: destroys camouflage paint from hidden cars, therefore they act like normal enemies.
- Range: 6 tiles
- Recharge speed = 0s
- Cost:
- Base level:
  - Damage:  $\frac{1}{3}$
  - Ammo type: white laser
  - Upgrade cost:
- Level 1:
  - Damage: 1
  - Ammo type: green laser
  - Upgrade cost:
- Level 2:
  - Damage: 2
  - Ammo type: blue laser
  - Upgrade cost:
- Level 3:
  - Damage: 3
  - Ammo type: purple laser
  - Upgrade cost:
- Final stage:
  - Damage: 6
  - Ammo type: red laser
  - Upgrade cost:

## 6 Nepřátelé

## 7 Color palette

Názvy barev, které používáme.