

GEVO Tower Defence Battles

Plán hry

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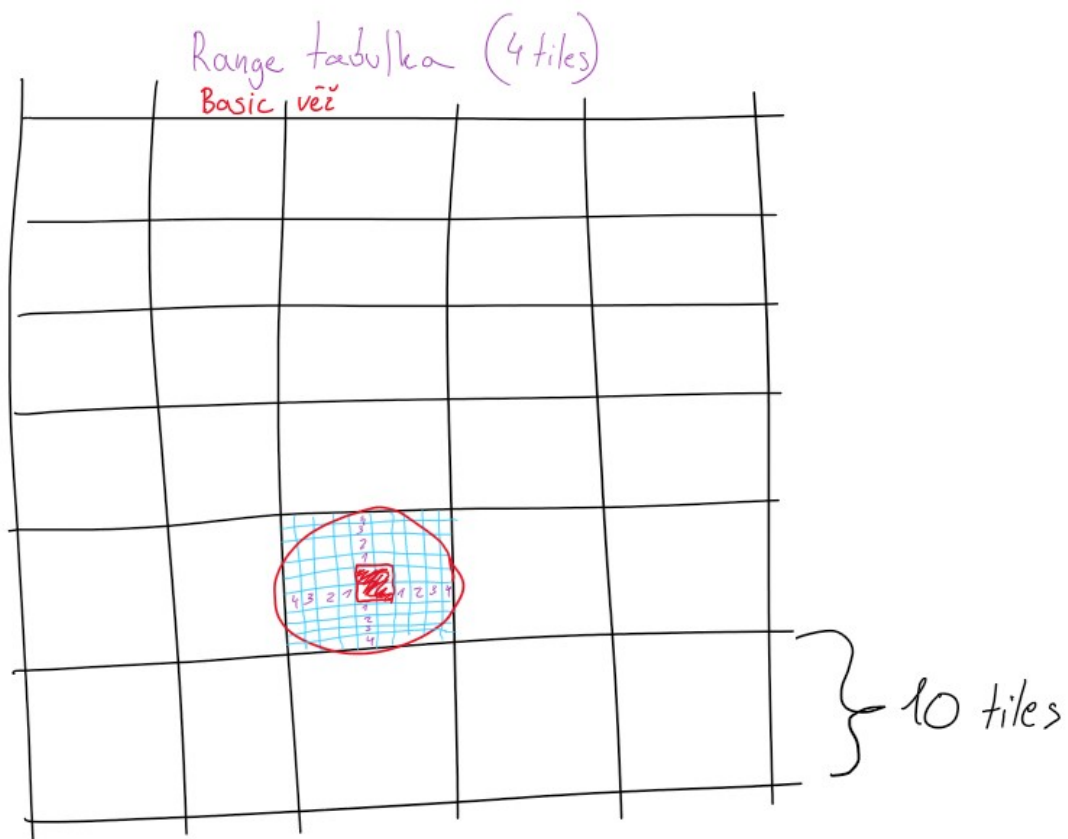
1 Obecný plán hry

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

2.1 Range



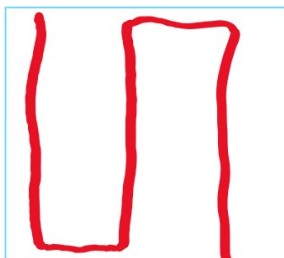
3 Ekonomika

- 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 Mapa



Mapa prvního levelu. Po červené cestě půjdou nepřátelé a na bílé místo můžeme umisťovat věže.

4.1.2 Round 1

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

4.1.3 Round 2

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

4.1.4 Round 3

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

4.1.5 Round 4

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

4.1.6 Round 5

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

4.1.7 Round 6

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

4.1.8 Round 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: 2 tiles (outside of the tower)
- Cost: 200 coins
- 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: 325 coins
- 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: 500 coins
- 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: 400 coins
- 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: 850 coins
- 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

6.1 Normal enemy

6.1.1 Enemy lvl. 1

- Hp: 1
- Speed: $\frac{1}{2}$ tiles/s

6.1.2 Enemy lvl. 2

- Hp: 2
- Speed: $\frac{1}{2}$ tiles/s

6.1.3 Enemy lvl. 3

- Hp: 4
- Speed: $\frac{3}{4}$ tiles/s

6.2 Camo enemy

6.2.1 Enemy lvl. 1

- Ability: masked
- Hp: 3
- Speed: $\frac{1}{2}$ tiles/s

7 Color palette

Názvy barev, které používáme.