

# DREAM TOWER



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# PITCH

- Dream Tower is a mix between Warcraft 3 : Legion TD, Ori and the Will of the Wisps and Le Pôle Express.



# GAME CONCEPT DOCUMENT

## GENERAL INFORMATIONS

GENRE	Strategie : Tower Defense / Farming / FPS
CAMERA / VIEWS	orthographic view --> management + fight First Person view --> embodiement = fight
SOLO / MULTIPLAYERS	Solo (but Remy try to do a multiplayer)
PLATFORMS	PC ; Mac.
TARGET	TD's passionates ; strategie's lovers
BUSINESS MODEL	Premium (free)

## VALUES & INTENTIONS

VALUES	kindness, respect, acceptance, never give up, self-confidence, hope
INTENTIONS	giving hope to everybody who aren't confident, make them succeed against fears, make them remember with childhood's objects

GRAPHICS	3D, cartoon
SFX	The screen turns darker and darker when the basement life is closed to 0.

AUDIO	Relaxing music, kind, jovial ; epic music, stressful music. Management : Slow and light music. Not as rythmed as rock is. Violoncello, triangle, piano, wind instruments. Not a lot of drums. Fight : Very rythmed, like the music in Jumanji when there is a problem. A lot of drums, wind instruments, violin, triangle.
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## CURRENCY SOFT

earn by killing enemies, by farming of ressources

## CURRENCY HARD

competence points when a level is turned, or a wave is finished

## SYNOPSIS

When Doriane turns 8 years old, you, the Divine Protector Spirit, have been choose to protect him of nightmares when he sleeps. With his memories, you build towers to protect his ImagiNation.

## CUSTOMER VALUES

Welcome in Doriane's ImagiNation ! A world where you can build varied towers and factories ! You hate vegetables ? Build a pizza cannon and his pizzeria ! You're afraid of bugs ? Don't worry, destroy them with chewing-gum !

Upgrade your equipment : make your boring French pizza tower to a wonderful Italian Pizza tower !! Alike for your train ! Make-it like the super toy train you wanted when you were young ! You have the power !

Embody your towers and fight in the ImagiNation's War against nightmares ! Take the control, aim and shoot ! Don't let them disturb Doriane's sleep !

In ImagiNation you are the Divine Protector Spirit. Your duty is to make Doriane's sleep perfect ! Help him or it is going to be the descent to the Underworld..

Tchou, tchou ! Come in Doriane's ImagiNation and fight against nightmares ! Upgrade the train of Dreams in order to help towers for the final fight ! Last call before departure !

# GAME CONCEPT DOCUMENT

## MANAGEMENT

The player have to choose where he wants to build his towers and his factories. Towers and factories are divided in 3 categories : light, pizza and traps. He have to think carrefully at where he wants to place them. Towers are divided in 3 more categories : canon, submachine-gun and sniper.

Exemple : In the first level, by the mountain path, next to the basement he can put one tower and one factory. Only vegetables are taking the moutain path. If the player wants to destroy them efficaciously, he have to put a submachine-gun pizza tower and a pizza factory. (Only a pizza can destroy horribles vegetables)

We have an exception for towers and paths. It's possible for a path to have 2 kinds of enemies on it, on the same wave.

In the same case as the exemple, we add phantoms. Instead of taking a submachine-gun pizza tower, the player have to put a double-canon pizza tower. The double-canon can have 2 differents projectiles.

## UPGRADE

Right after the fight, the player can decides to upgrade towers, factories and the train.

For the towers, he can upgrades them in order to fire faster.

When the factories are upgraded they can build projectiles faster, deliver projectiles to train faster and have a larger capacity of stock.

At least but not last : the train. When it's upgraded, the train can go faster, have more wagons that have more stockage capacity. If the players have good management skills, he can put a second or a third train. Why not !

Exemple : the player kills 50 enemies and earned 500 gold. He can upgrades towers, factories and the train. He can put new towers too

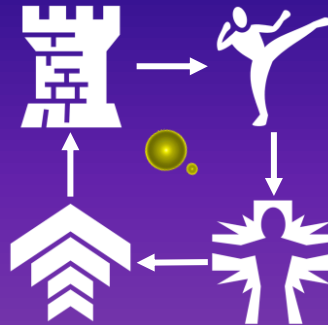
Only the projectiles are not upgradable ingame. They can have upgrades by a skills tree, only outgame and between the levels.

## FIGHT

When the Management is done, the player will face up to waves of enemies. It's time to fight ! The towers he puts through the level will do the job of kill every enemies who are going to try to reach the basement. They can target the weakest enemies, the strongest enemies and the first enemy of the path.

Exemple : A new wave have been activated. This wave follow the sea path. The first enemy of this wave is an elite enemy. So he is the first in this wave. All along the sea path, the towers are targeting the weakest enemies. The player can change the target on the towers in order to make them targeting the first enemy in the line.

We can also imagine that in this same exemple, the first enemy is also the weakest. The player have now 2 choices : he can make the towers target the first enemy or the weakest enemy. He can base his choice on the enemies that are following the first one.



## EMBODY

Still in the fight, the player can embody a tower ! When he sees that his basement is in danger and the towers are too slow, he can embody one to kill the enemies faster. He can use every towers of every type and every categories.

Exemple : A wave was activated and the enemies are following the forest path. All the enemies of this wave are strong and fast. All the towers of the forest path are in difficulty. The players wants to help so he embodies one tower and shoot the enemies.

We can also see this exemple with an other view. The player still wants to help the towers in difficulty but he don't want to embodie one of them. He decides, to embody a tower who is far away but which have the category sniper. He can now helps the towers of the forest path without disturbing them.



# PLAYER THEORIES

	PRINCIPAL	SECONDARY
BARTLE	KILLER	ACHIEVER
CALLOIS	AGON	MIMICRY
LAZZARO	SERIOUS	HARD
GARDNER	MATHEMATICAL-LOGICAL / SPATIAL	NATURALISTIC / MUSICAL

# GAMEPLAY PILLARS

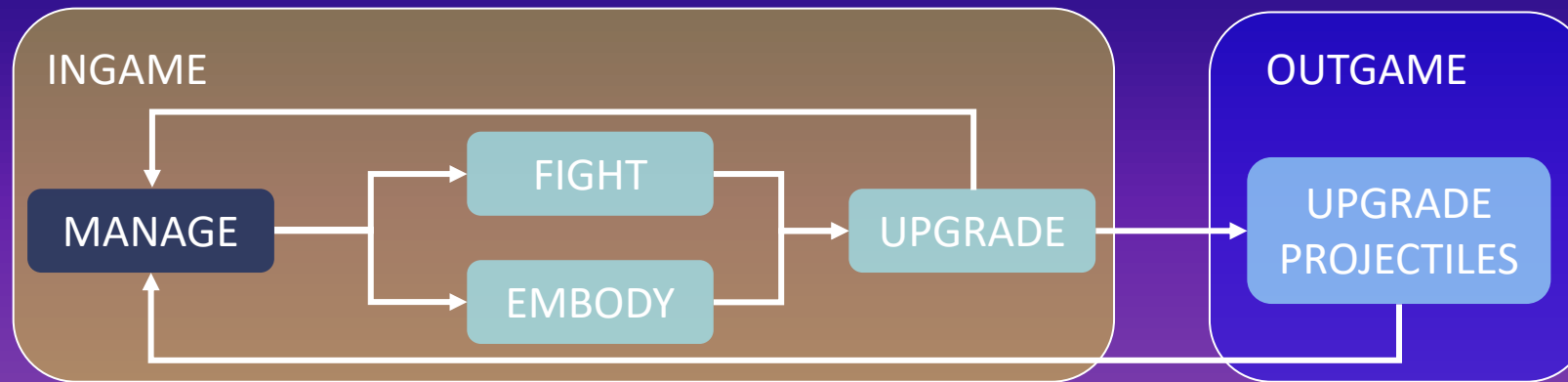
GAMEPLAY	GP %	GAME MECHANICS	GM DETAILS	GM %	REFERENCES
MANAGEMENT	60	Towers Location	Placement	30	Warcraft 3 : Legion TD
		Towers Upgrade	Choose the kind of tower (against insects, ghosts and vegetables)	30	Clash Royal
		Ressources	Management, upgrade (production)	20	Family Barn Tango
		Train	Upgrade (ressource max, wagon max)	20	Le Pôle Express
FIGHT	40	Towers	Kill enemies	55	Diablo 3
		Towers Embodiement	Kill enemies faster	45	Super Mario Odyssey

# MECHANIC DYNAMIC AESTHETIC

LAYER	AESTHETICS	DYNAMICS	MECHANICS
<b>PICO</b>	Capture / Construction Fun Hard Gardner's skills Mathematical-Logical / Spatial	Move + Create : Create a tower and choose it's type Shoot + Destroy : Kill an enemy Select + Match : Embody a tower and shoot enemies (kamikaze)	<ul style="list-style-type: none"> <li>- Each tower have a special effect : traps, light and pizza ; and special weapons : sniper, double canon (it can have 2 kinds of differents projectiles) and submachine-gun. They have as characteristics : fire rate and projectile capacity.</li> <li>- A tower destroy an enemy with his projectiles.</li> <li>- The player can embody a tower and help other towers to defend the basement.</li> </ul> <p>L : The player looses when the basement have 0 points of live.</p>
<b>MINI</b>	Solution / Alignment Fun Hard Gardner's skills Spatial	Select + Match : resolve a problem in train's rail	<ul style="list-style-type: none"> <li>- There's a special type of enemy, saboteurs, who can create a problem on train's rails. The player have to click on it to make it disappear.</li> </ul> <p>W : The player solves all the problems, make the train deliver projectiles and keep the basement safe.</p>
<b>MICRO</b>	Construction Fun Serious Gardner's skills Mathematical-Logical	Select + Match : put ability points in skills tree (projectiles) Select + Match : choose type of wagon (train) Select + Match : choose train's upgrade Select + Match : choose tower's upgrade Select + Match : choose factory's upgrade	<ul style="list-style-type: none"> <li>- Between each levels, the player can choose which upgrade he wants for his projectiles in the skills tree.</li> <li>- In game, the player can choose differents upgrades for towers, factories and the train. These upgrades concern capacity, speed production, speed, fire rate, fire...</li> <li>- These upgrades allowe the player to kill faster and keep the basement safe.</li> </ul> <p>L : The choise of upgrade wasn't enough good to maintain basement's life high.</p>
<b>MACRO</b>	/	/	/
<b>MEGA</b>	Forbidden Act Fun Serious Gardner's skills Mathematical-Logical / Spatial	Write + Create : create challenges	<ul style="list-style-type: none"> <li>- The player can, with his friends, make challenges. See who survive longer, who destroy enemies faster, who make the dumbest management, how long they can survive with only one tower.</li> </ul> <p>W : The challenge was successfully done by the player.</p>
<b>META</b>	Outwit Fun Serious Gardner's skills Mathematical-Logical	Manage + Match : kill enemies as fast as possible Manage + Create : upgrade elements at their maximum as fats as possible Manage + Create : create the most powerful elements	<ul style="list-style-type: none"> <li>- The player knows how to play this game, he can planify his next party in order to make it perfect.</li> <li>- Do speedruns, make news worlds records.</li> </ul> <p>W : The player make the fastest speedrun in the world.</p>



# CORE GAMELOOP



# FEATURE GAMELOOP

TRAIN

# WHAT'S NOT



Baldur's Gate 3 (2020)



Call of Duty 4 : Modern Warfare (2007)



Mario Party 8 (2007)



Assassin's Creed Valhalla (2020)



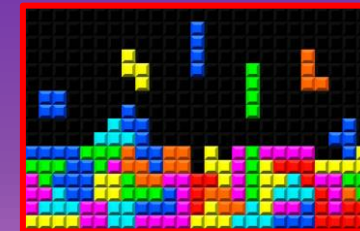
Fortnite (2017)



Résident Evil 4 (2005)



Zombie Tsunami (2012)



Tétris (1984)

# GAME STORY