DREAM DEFENSE

MOON STUDIO - DREAM DEFENSE - GAME DESIGN DOCUMENT - 2022

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PITCH

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

GAME CONCEPT DOCUMENT

GENERAL INFORMATIONS

GENRE	Strategie : Tower Defense / Gestion
CAMERA / VIEWS	Perspective view --> Management + Fight
SOLO / MULTIPLAYERS	Solo
PLATEFORMS	PC ; Mac
TARGET	TD's passionates ; strategie's lovers
BUSINESS MODEL	Freemium

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

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.

CURRENCY SOFT	Earn by killing enemies, by farming of ressources
CURRENCY HARD	Competence points when a level is turned, or a wave is finished

SYSNOPSIS

When Morphee 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 Morphee's Imagination ! A world where you can build various 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 Morphee's sleep !

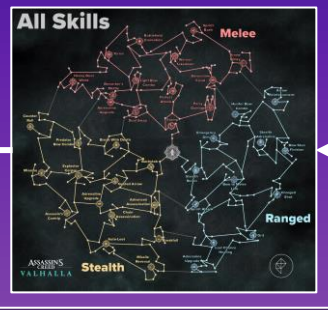
In Imagination you are the Divine Protector Spirit. Your duty is to make Morphee's sleep perfect ! Help him or it is going to be the descent to the Underworld..

Tchou, tchou ! Come in Morphee'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

Management is essential in order to defeat enemies. The player place his towers and factories. They are divided in 3 categories : light, pizza and traps. Towers are divided in 3 sub-categories : canon, submachine-gun and sniper.
Exemple : In the first level, vegetables are taking a path. If the player wants to destroy them efficaciouselly, he have to put, next to the path, a submachine-gun pizza tower and a pizza factory.
Exception : It's possible for a path to have 2 kinds of enemies on it.
In the same case as the exemple, we add skeletons. Instead of taking a submachine-gun pizza tower, the player have to put a double-canon pizza tower because it shoot 2 differents projectiles.



FIGHT

Time to fight ! Protect your basement !
The towers through the level will kill every enemies who are going to reach the basement. They can target them with pizzas, stars or chewing-gum.
Exemple : A new wave have been activated. The first enemy of this wave is a vegetable. All along the path, the player can change the kind of the towers in order to destroy easilier the enemies.
Exception : In this same exemple, the first enemy is also the weakest. The player have now 2 choices : he can turn the towers into a pizza tower or a star tower.

UPGRADE

Comes the time to upgrade !
Towers and factories upgrade concern their speed and their power.
Then, the train. It takes projectiles from factories to towers. If the players have good management skills, he can put a second or a third train !
Exemple : the player kills 50 enemies and earned 500 gold. He can upgrades towers, factories and the train. He can put new towers too !
Exception : Only the projectiles are not upgradable ingame. They can have upgrades by a skills tree, only outgame and between levels.

PLAYER THEORIES

	PRINCIPAL	SECONDARY
BARTLE	KILLER	ACHIEVER
CALLOIS	AGON	ILLINX
LAZZARO	HARD	EASY
GARDNER	MATHEMATICAL-LOGICAL / SPATIAL	NATURALISTIC / BODILY-KHINESTHETIC

GAMEPLAY PILLARS

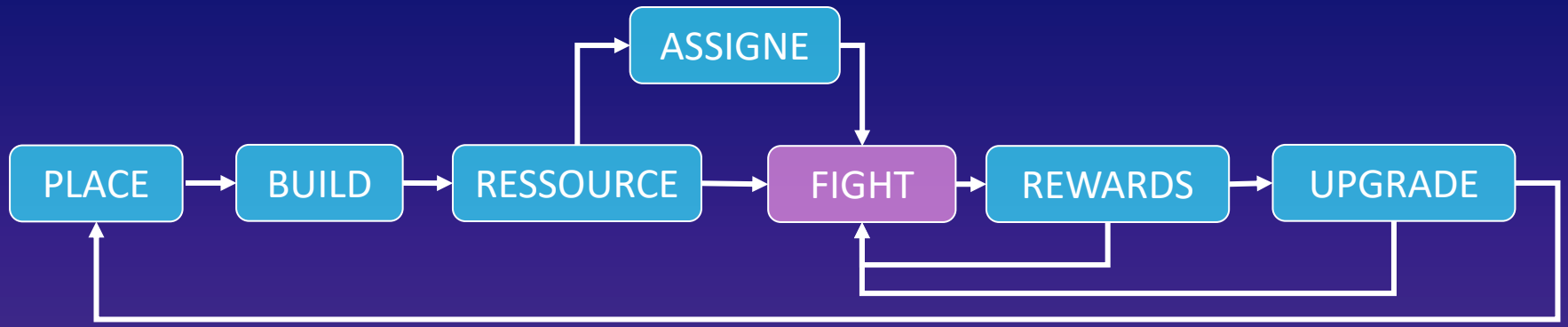
GAMEPLAY	GP %	GAME MECHANICS	GM DETAILS	GM %	REFERENCES
MANAGEMENT	90	Towers Location	Placement	30	Warcraft 3 : Legion TD
		Towers Upgrade	Choose the kind of tower (against insects, ghosts and vegetables)	30	Clash Royal
		Ressources	Management, upgrade (production)	20	Family Barn Tango
		Train	Upgrade (ressource max, wagon max)	20	Le Pôle Express
FIGHT	10	Towers	Kill enemies	55	Diablo 3
			Strategy / Pleasure to destroy	45	Super Mario Odyssey

MECHANIC DYNAMIC AESTHETIC

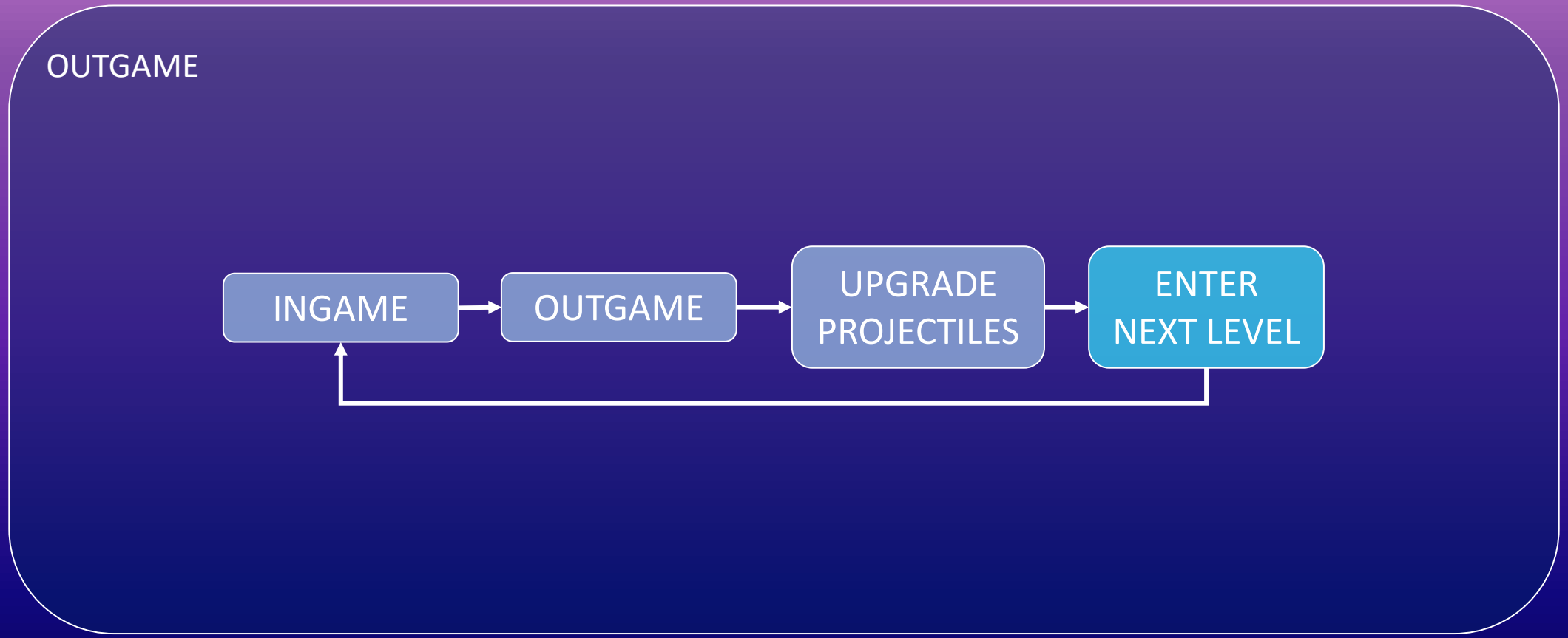
LAYER	AESTHETICS	DYNAMICS	MECHANICS
PICO	Capture / Construction Fun Hard Gardner's skills Mathematical-Logical / Spatial	Move + Create : Create a tower and choose it's type Shoot + Destroy : Kill an enemy Select + Match : Embody a tower and shoot enemies (kamikaze)	- Each tower have a special effect : traps, light and pizza ; and special weapons : sniper, double canon (it can have 2 kinds of differents projectiles) and submachine-gun. They have as caracteristics : fire rate and projectile capacity. - A tower destroy an enemy with his projectiles. - The player can embody a tower and help other towers to defend the basement. L : The player looses when the basement have 0 points of live.
MINI	/	/	/
MICRO	Construction Fun Hard Gardner's skills Mathematical-Logical	Select + Match : put skills 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	- Between each levels, the player can choose which upgrade he wants for his projectiles in the skills tree. - In game, the player can choose differents upgrades for towers, factories and the train. These upgrades concern capacity, speed production, speed, fire rate, fire… - These upgrades allowe the player to kill faster and keep the basement safe. L : The choise of upgrade wasn't enough good to maintain basement's life high.
MACRO	/	/	/
MEGA	Forbidden Act Fun Easy / Hard Gardner's skills Mathematical-Logical / Spatial	Write + Create : create challenges	- 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. W : The challenge was successfully done by the player.
META	Outwit Fun Hard Gardner's skills Mathematical-Logical	Manage + Match : kill enemies as fast as possible Manage + Create : upgrade elements at their maximum as fast as possible Manage + Create : create the most powerful elements	- The player knows how to play this game, he can planify his next party in order to make it perfect. - Do speedruns, make news worlds records. W : The player make the fastest speedrun in the world.

CORE GAMELOOP 1

INGAME

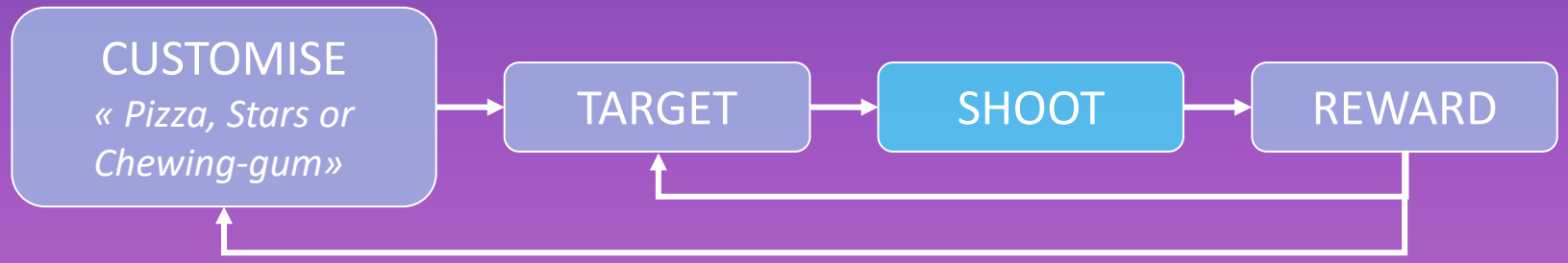


CORE GAMELOOP 2

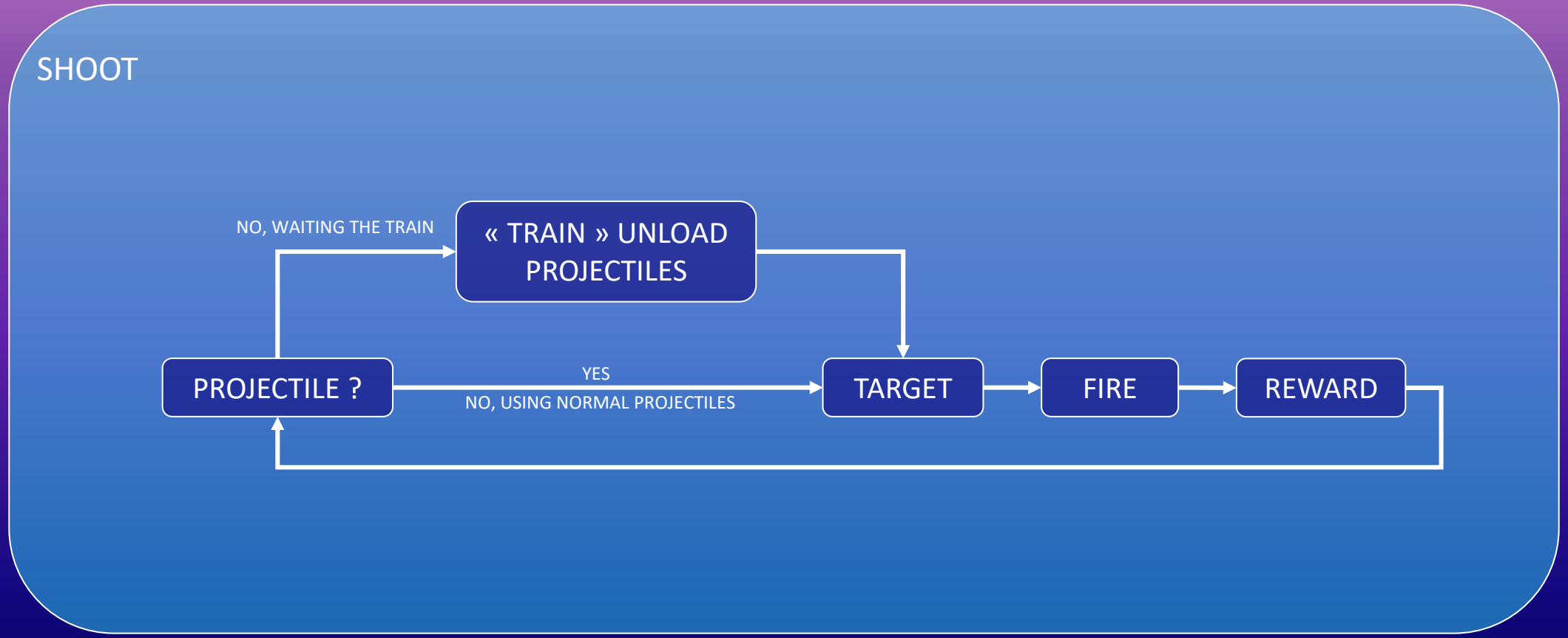


FEATURE GAMELOOP

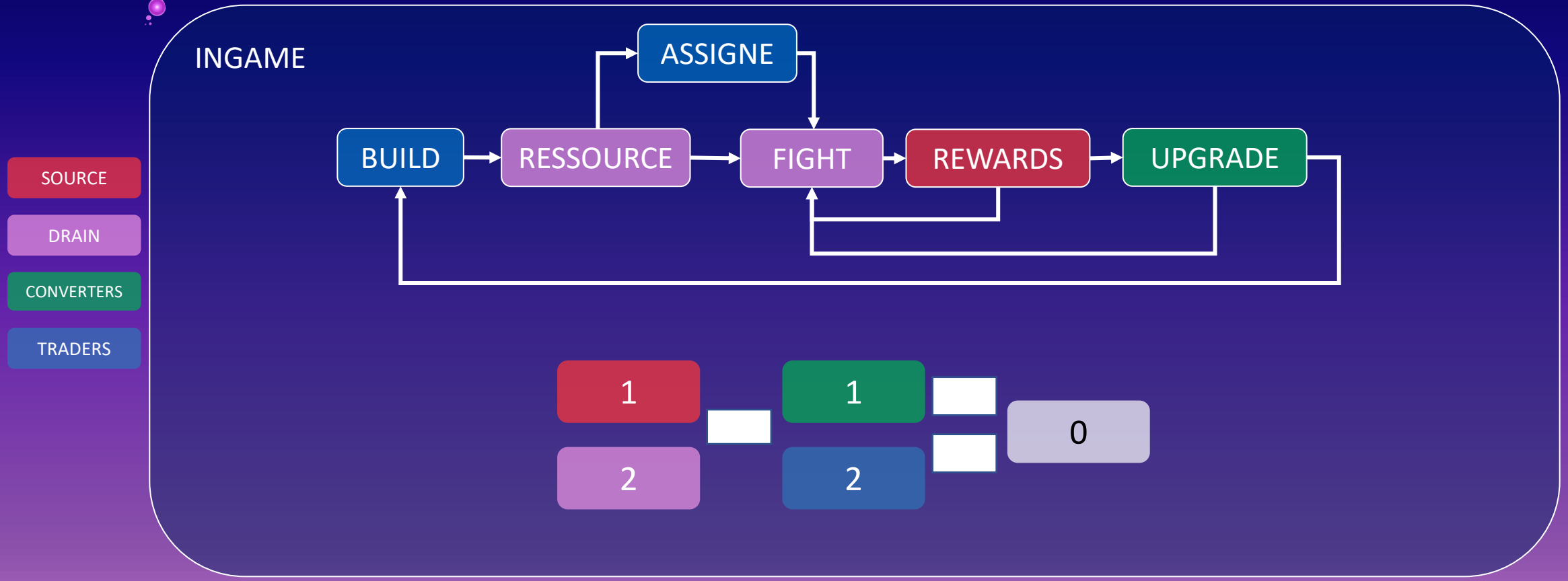
FIGHT



GAME MECHANICS GAMELOOP



ECONOMIC GAMELOOP 1



ECONOMIC GAMELOOP 2

OUTGAME

SOURCE

DRAIN

CONVERTERS

TRADERS

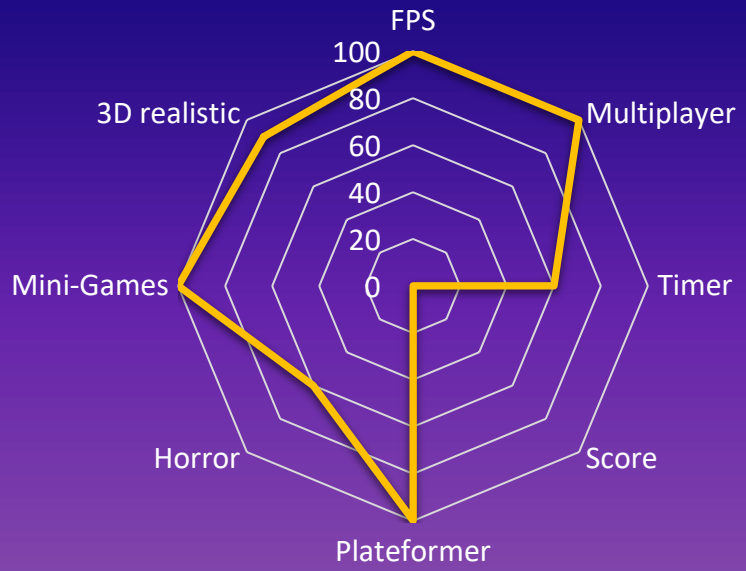
WHAT'S NOT

Baldur's Gate 3 (2020)

Call of Duty 4 : Modern Warfare (2007)

Mario Party 8 (2007)

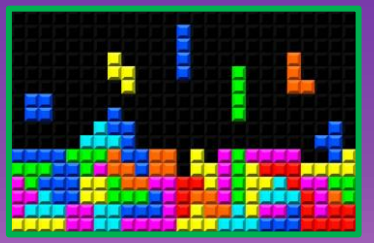
Assassin's Creed Valhalla (2020)



Fortnite (2017)

Résident Evil 4 (2005)

Zombie Tsunami (2012)



Tetris (1984)

GAME STORY

One month before Winter Solstice ! Also called Christmas !
I, Morphee, am kind of this celebration. Only one little month before it !

31 little days of eating vegetables.
Then there will be mountains of pizza, chocolate, ice creams and lots of good food !

31 days of torturing bugs.
Stucking them in chewing-gum is so funny !

31 days before Saint Nicolas, the star, hunt all the phantoms in my room.
I was wise this year, I hope Zwarte Piet won't come to see me !

Ahhh…. Time to go to sleep…
Come sweets dreams, come..