

## Short Game Design Document



2/06/13

### Section 1 – Game Overview

#### 1.1 – Game Concept

Rookery is a tower defence game where the player takes the perspective of a mother dragon defending her nestlings, and the gold she uses to rear them, from a horde of marauding adventurers. The player places the older nestlings, which can do some attacks, around the entrance to the mother's cave in order to repel the greedy adventurers.

#### 1.2 – Features

Handpainted world and characters  
3D Graphics  
Touch screen interface

#### 1.3 – Genre

Tower Defence: a game where you try to stop enemies from crossing a map by placing towers to shoot at them and traps to slow them down

#### 1.4 – Target Audience

English speakers with smartphones and a little time to kill, ages 14 and up.

#### 1.5 – Look & Feel

Rookery has a top down camera view with semi-realistic environment and caricatured character designs with a kind of sword and sorcery, northern Viking invader feel to them.



Figures 1a, 1b: Egg placement and massive death icons

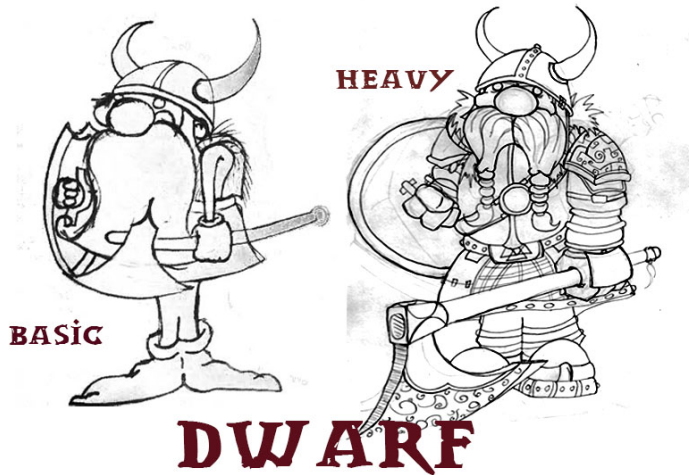
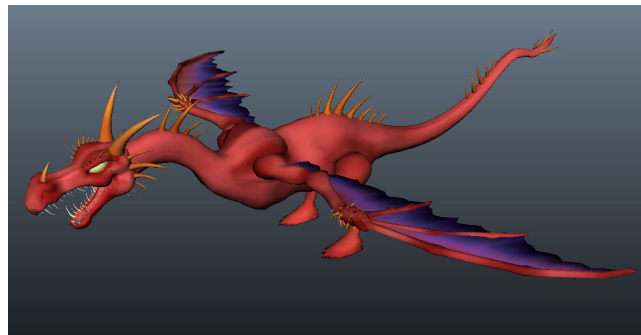
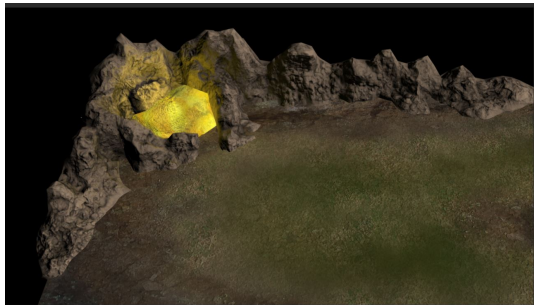


Figure 2: Dwarf concepts



Figures 3,4: Cave concept, Mother dragon WIP



Figure 5: Early UI Mockup

## 1.6 – Project Scope

The rest of the school year will be devoted to this project.

#### 1.6.1 – Project Timeframe

Done by May 29

#### 1.6.2 – Team Requirements

Animator

A couple modellers

Texture painter

Technical artist

UI Programmer

AI programmer

Various devs of many hats

#### 1.6.3 – Number of Levels

Four levels at launch:

- Mountainous Terrain
- Snowy Wasteland
- Lava-Filled Volcano
- Tropical Beach

Future DLC maps:

- Futuristic Ruins
- Ancient Temple
- Verdant Forest
- Desert Canyons

#### 1.6.4 – Number of Units

Player units at launch:

- Mother Dragon
- Egg
- Baby Dragon (red, white, or blue)
- Teenage Dragon (red, white, or blue)

Potential player units for future DLC:

- Child Dragon
- Young Adult Dragon
- Adult Dragon (flying)

Enemy units at launch:

- Dwarf
- Heavy Dwarf
- Sage
- Necromancer
- Archer
- Gnome Riflemen

Potential future DLC enemy units:

- Troll (Heavy Melee)
- Knights (Mounted Melee)
- Wolves (Fast Melee)
- Harpies (Flying Melee)
- Centaurs (Mounted Ranged)
- Griffin Riders (Flying Ranged)
- Pegasus (Flying Spell-slinger)

## **Section 2 – Gameplay & Mechanics**

### **2.1 – Gameplay**

The player assumes the role of a mother dragon defending her hoard, and herself, from waves of adventurers that move across the map toward the piles of gold the dragon defends. Once the gold is depleted the adventurers damage the dragon directly, reducing her health. If the dragon loses all her health, the game is over. A round is won if all adventurers within that round are destroyed, or leave with their spoils and the dragon still has health remaining.

The adventurers move down the path(s) to the dragon and her gold. If gold is available, each adventurer to successfully make it to the hoard will steal some of it and move to the exit. If no gold is available, the adventurers will deal damage to the dragon until either the adventurer or the dragon is destroyed.

By spending gold to place and upgrade eggs (which initially do nominal damage to adventurers) along the path(s), the player attempts to destroy the advancing adventurers before they can steal gold or damage the dragon, (who also does nominal damage, and has a few upgradeable abilities). Destroying an adventurer will yield the gold the adventurer had on him, plus any gold stolen while on the way to the exit.

Gold can be spent on placing more eggs, or upgrading them into dragons of multiple types with various strategic effects for destroying more adventurers. Players may also spend gold on a number of one-off abilities and items, and on the dragon herself to upgrade damage and abilities she possesses.

### 2.1.1 – Game Progression

Game begins

There is a free moment to place a couple eggs before adventurers arrive

As adventurers come through, they drop gold or take gold; you can use this gold to place or raise/upgrade children

Game ends when all waves have come through, or when mother dragon dies

### 2.1.2 – Objectives

Preserve your gold, but more than that preserve your life! Babies can't grow without gold, but no gold can be gotten if the mother dragon isn't there.

### 2.1.3 – Play Flow

Game progresses in real time as adventurers come to grab the player's gold. Egg placement can feel rushed as the player hurries to use gold to upgrade the baby dragons. Essentially, there is a balance that must be kept between upgrading using the hoard and protecting the hoard, and the player must calculate which moves are most efficacious towards keeping them alive and monied. A super attack can be done to wipe all enemies off the map, but it is expensive and if poorly timed may mean enemies directly attack the player's health sooner than might be safe.

