

Teddybear League

in the

Dream Realm

“TLDR”

By: Jayde Speedie



Contents

[Contents](#)

[Overview](#)

[Theme / Setting / Genre](#)

[Core Gameplay Mechanics Brief](#)

[Targeted platforms](#)

[Monetization model \(Brief/Document\)](#)

[Gameplay Influences](#)

[Art style Influences](#)

[The Elevator Pitch](#)

[Project Description \(Detailed\)](#)

[What sets this project apart?](#)

[Core Gameplay Mechanics \(Detailed\)](#)

[Main game loop\(s\)](#)

[Story and Gameplay](#)

[Story \(Detailed\)](#)

[Gameplay \(Detailed\)](#)

Overview

Genre

Single screen, lane based tower defense

Setting

Fantasy Dreamscape

Theme

Childhood empowerment, fantasy

Core Gameplay Mechanics

Place units on grid

Units defend against waves of enemies

Unit have varying abilities

Enemies have varying abilities

Progress through levels by clearing waves of enemies

Completing a level unlocks additional units

Collection of in game currency used to by units

Targeted platforms

Primary launch platform

- IOS/Android

Secondary platform

- PC

Monetization model

Title will be launched at a premium price of \$1.99 USD, with no IAP. All future DLC is free but optional.

Gameplay Influences

Plants Vs Zombies

- the collection of sunrays as currency
- different units and enemies that do different things
- Enemies that are set on a straight path



Pajama Sam 'no need to hide when it's dark outside

- The empowerment to children to not be scared of the dark and face their fears.
- Game directed towards a younger audience.



Art Style Influences

Power Puff Girls

Television show

- Units will have a cartoon appearance with bright cheerful colours
- Mixed or unknown genders.
- Enemies will take on a similar appearance to the units but with more of a grey-style pallet.



Legend of Zelda: The Minish Cap

Game boy advance game

The design of the puffy floating clouds will be used as the playing field for the game.



Elevator Pitch

Teddybear League in the Dream Realm is a tower defense game aimed at young children in which the player places units in order to defend against on coming nightmares in order to defend a sleeping child.

Project Details

The game will be available for PC, Console, IOS and Android devices. In which players enter a fantasy world, in which when a child goes to sleep there is a battle between that child's toys and nightmares.

Players are able to buy and place defensive units in order to help protect the tower against the waves of enemies will appear. With a total of 10 levels, 9 characters and two upgrades the game is relatively short but gives room for expansion as well as an option for players to challenge themselves on the hardcore mode.

Normal play through starts with one unit in which at the end of each level unlocks a new one. Not only will players have access to different units but they will be faced with different enemies which will have different abilities which challenges the player going up through the ranks.

What sets this project apart?

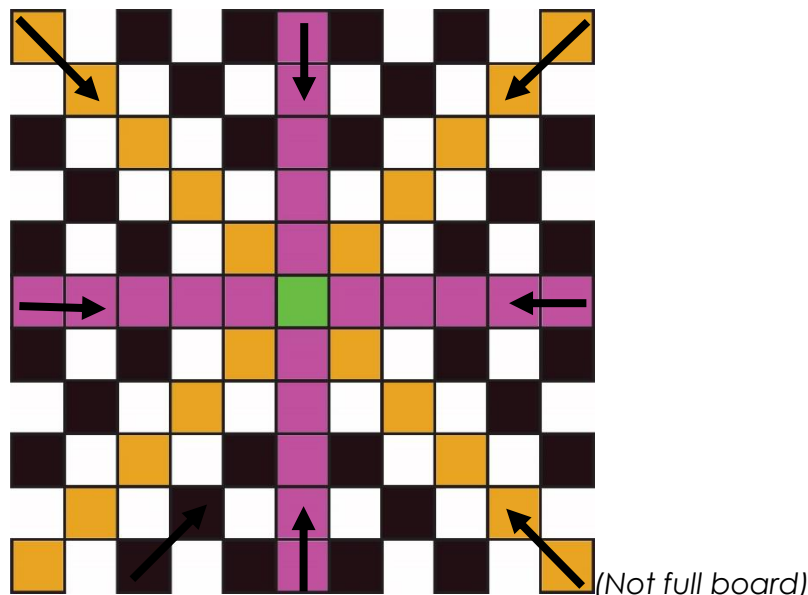
Empowerment fantasy for young children to help them overcome their fears of the dark.

Main base placed in center of screen

8 different directions (lanes) enemies will come from

Detailed Mechanics Breakdown

Lanes:



With the tower you must protect in the center units can be placed on the purple and orange squares facing out, away from the center base. Enemies will only be able to walk on purple and orange block heading towards the center base, they will be on a direct path which they won't stray from. Units will only be able to shoot straight ahead, when the diagonal lanes are unlocked a message will appear to let players know that these units can only shoot straight. In order to distinguish the lanes from the rest of the space the lanes will be fluffy clouds while the rest of the background will be a starry night sky. In order to explain to the player how the lane systems work players will start off with having only one lane to manage, the player will watch as the first lane appears and a tutorial showing telling them to click on the first unit and place it. Full play space will consist of 10 squares units can be placed on with an 11th that enemies will come from off screen.

Units:

Units are brought using the in game currency and can be placed on an empty lane square, unless it is an upgrade which can be placed on the corresponding unit, these units are not able to move. Each unit will have a 'cooldown' period in which the player must wait in order to buy that same unit again.

Unit Abilities:



The Shooter – able to shoot from one end of the lane to the other, but won't be able to start shooting enemies till they are half way onto the screen. Will be able to kill basic enemy after 10 hits. Ammo inform of stuffing. Shoots one every 2 ticks



The Sleepy One – Produces in game currency at a rate of 1 every 15 seconds. Cannot defend itself thus will not attack enemies.



The bomb – when brought players will be able to place 3 smaller looking teddy bears, these units once placed will start a 3 second count down timer in which after the timer has run down will explode damaging enemies on the square it was placed on as well as the two adjacent to it.



The Big Guy – unit in which will block enemies from advancing. Won't attack but will take damage from them for a certain amount of hits before crumpling up.



The Little Guy – Free to place, but can only shoot 3 spaces in front of him. Will do as much damage as normal shooter at the same rate. Longest cool down time of all units.



Trip Explosion – in ground bomb which will explode 5 seconds after an enemy has walked over it. When purchased will gain access to 4 to be placed down. Will effect adjacent squares.



Angel – will do same amount of damage as basic shooter but instead of shooting stuffing a ball of light will be shot which will slow down enemies.



The Eater – Will gobble up an enemy, but will take time in order to chew it down before it can eat the next.



The Twins – fires 2 stuffing at the same rate as basic shooter



Upgrade – Gives "The Sleepy One" an upgrade of producing currency at a rate twice as fast as its usual speed.



Upgrade – Gives "The Shooter" an upgrade of shooting two stuffing per tick.

Enemies:

Enemies will appear at the end of each lane and move towards the main tower.
Can only move in a direct path to the center won't stop for anything.

Enemy types:

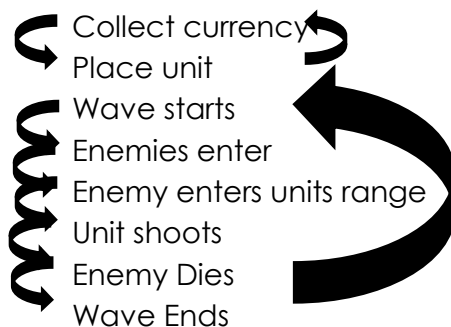
- Type 1: straight walking enemy, nothing special, variation carries end of level symbol.
- Type 2: slightly protected, due to this has twice as much health as normal enemy
- Type 3: Faster
- Type 4: jumping enemy, can use one jump to jump over a unit.
- Type 5: shield zombie that will move faster once shield has been destroyed.

Currency:

Currency will take the shape of a small purple cloud which players can tap in order to collect. This will be pointed out to players in the very first level in which the base will produce at a much faster rate just for the first level. Each level after that will produce currency randomly. Another way players can get currency is from "The Sleepy One" unit. This will produce a currency and have it float above the units head awaiting for the player to tap it. Each currency will be worth 10 and will appear on the top right with a number of how much currency the player has and the currency symbol.

Main game loop(s)

Level Starts



This part is self-completed no interaction on players part.

Level Ends

Story and Gameplay

Story

Welcome to Teddy-bear League in the Dream Realm. Your mission is to protect sleeping children from the oncoming attacks from the Nightmares. As you progress through level you get to higher ranks in the TLDR, this means you need to protect children from more nightmares on each level as they become harder. Once a teddy unit has been placed it cannot be moved due to the Teddy Bears owner becoming suspicious. Nightmares lock onto a certain child thus they only move down the one lane. Watch out for the Nightmares sneaky ways, they are always bound to try a trick or two.

Gameplay

The game will consist of different units players can place down, 2 to start off with then after each level will gain a new unit which will have different perks. Players will have to survive waves of enemies which will increase in difficulty as the player progresses.

Before a level starts players will be given a 30 second period in which they will be able to place units they can afford with in game currency before the waves of enemies appear. To start off players will have access to one unit which can shoot the enemies and another which will generate the in game currency.

The initial release of the game will have 10 different levels in which 12 units will be unlocked. After the 'story mode' has been completed players can then play through a 5 level 'hardcore' mode in which players start off with more in game currency then the previous 'story mode' but the waves of enemies will appear straight away.