THE LOOKOUT

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Game Briefing

- The main idea of the game is to secure as many Lookout towers as possible scatter throughout the map, while surviving oncoming rounds of enemy.

- Similar to many tower defense games, however, this game you have to "acquire & maintain" the towers through battle and strategic acquisition

Inspirations:

Goals and Challenges

- The goal is to occupied a <u>fixed number of towers</u> in the map for a <u>period of time</u> without losing them to oncoming enemies.

- Hero and towers can be <u>upgraded</u> with better weapons and <u>gains "resources"</u> every second.

- However, different levels of <u>enemies will spawn</u> according to the type of towers occupied

Game Play and Design

- One hero one the map that moves by keyboard right clicking.
- Towers can be upgraded with mouse selection

- Layout and design would be animate maps or real maps. Maybe a desert/forest/city map

Structure in Impact.js

- Menus: Start, pause, restart, end score
- Game: 2D no gravity with 1 screen topview
  music, sounds, maybe weather
- Variables: scores, health bars, resources, timers
- Entities: hero, towers, enemies, bonus resources
- Maps: weltmeister?

The End