Game Design (Castle Defense)

**Extremely rough draft image:**

**A screenshot of a video game

Description automatically generated**

**Win condition:**

* Destroy the enemy castle.

**Lose condition:**

* Your castle gets destroyed.
* Sudden death

**Player Mechanics:**

Killed this idea

* Gods
  + NOTES:
    - The player can pick a god before starting a run.
    - Each god has two abilities.
    - The player can have the option to change one of the primary abilities at the end of some run to another one that is displayed at random.
    - The abilities have a cooldown and consume mana.
      * I want these to be powerful and not spammable.
  + God #1: Zeus
    - Ability #1: Lightning bolt (Obviously)
    - Ability #2: Summon Demi-God (Can call demigod to battlefield)
  + God #2: Hades
    - Ability #1: Hellfire (Sets an area of the battlefield on fire)
    - Ability #2: Resurrect (Resurrects fallen units as undead units)
  + God #3: Ares
    - Ability #1: Rain arrows (Summons a massive volley of arrows)
    - Ability #2: Enhance (Enhances a specific type of unit)
* Minions
  + NOTES:
    - When a run starts, the player can choose two units from a pool of units to spawn at random.
    - After each win, the player gets a screen that displays new units, upgrades, or a new spell to replace with your current ones.
    - Minions have a food supply that varies, and summoning units consume food.
    - There is a auto build feature that just builds a unit when the food is available.
  + Minion #1: Warrior Skeleton
    - A basic melee unit
  + Minion #2: Archer (May change to crossbowmen to rationalize the lack of drop)
    - A basic ranged unit
  + Minion #3: Cyclops
    - A slow, tanky unit
* Storing Units
  + NOTES:
    - Units can be stored in their castle which can be used for defense.
    - This can be upgraded to allow for more storage of units. The stored units increase the number of arrows that are shot out of your castle.
    - The player can ‘release’ the units to prepare for a larger siege.
* Post Win Screen
  + NOTES:
    - This screen allows the player to choose new abilities, units, or upgrade their current abilities.
* Enemy
  + God Spells
    - Purpose
      * Casts spells like player
  + Spawn soldiers (Consumes mana)
    - Purpose
      * Attack the player’s base.
    - Enemy interaction
      * Spawns different soldiers based off player’s reaction?

**Enemy Mechanics**

* God spells
* Minions

**Perks System / Spell selection:**

* At the end of every match, the player can upgrade and whatnot
* (The player can change their spells and units before the game starts)

**UI Elements**

* Health bars on castles
* Mana bar
* Spells available to use.
* Food bar
* Units to spawn
* Time elapsed
* Pause button
  + Contains settings