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

**Game Mechanics:**

* Player mechanics
  + Greek mythology / Greek gods
  + Current God Spells (Consumes mana)
  + God units
  + God spells
    - Purpose
      * Used to launch spells at the enemy’s base.
    - Player interaction
      * The player can select a current spell, and left click on the battlefield where they want the wizard to launch the spell.
  + Spawn soldiers (Consumes food)
    - Purpose
      * Used to spawn soldiers from your castle to attack.
    - Player interaction
      * Press keys 1-9 to spawn soldiers of different tiers
        + When the press a key, it auto summons units when food is available.
        + Then can press the key twice in rapid succession to select auto spawn units and then press the key again to deactivate it or select another unit
        + The tiers unlock as the game progresses? (Not sure yet)
    - Types:
      * Bug race
  + Put unit on tower
    - Units, based on their food, can be stored in the tower and also expended (Perhaps for a larger push). They can be used for defense then expended. All units get different stats or enhancements when they are sieged.
  + The crossbow, the currently selected primary weapon, could store up ammo as the game progresses.
* 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?

**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