

Tower Defense



Game title: 3TD

Genre: Endless Tower Defense

Platform: PC (Unity)

Developer: Branislav Čuturilo

Duration of Game Jam: 4 Aug 2025 - 11 Aug 2025

Duration of game: Endless format - game ends only when the player loses.

Specifications: In every wave of the game a player has to chose between 3 rules ("Rule Cards") that change gameplay. Rules become harder and stronger with each wave.

Goal and Idea

Due to the game jam format and limited time, the focus is on quickly creating a **modular system** that:

- Allows infinite addition of new rules and scaling of existing ones
- Quick creation and modification of towers
- Quick creation of enemies and maps

Goal: **Replayability** – for each new playthrough to be different and challenging.

Core Gameplay

1. The player builds towers.
2. A wave of enemies arrive.
3. After the wave, the player chooses one of 3 randomly offered rules.
4. The rule is applied and gameplay changes.
5. Waves become harder, rules become stronger or more penalizing.
6. The game continues until the player loses.



Rule System



Generation: At the end of each wave, 3 rules are randomly chosen from the list of available.

Scaling: A rule can have infinite levels. (Example: AttackMod I → AttackMod II → AttackMod III → ...) Each next level of a rule:

- Increases the positive or negative effect

- Changes the relationship between enemies and towers (stronger enemies, weaker bonuses, etc.)

Type of rules:

- Rules for tower stats (dmg, range, fire rate, effects...)
- Rules for enemies (hp, speed, armor, spawn frequency...)
- Rules for economy (gold per kill, starting gold...)

Example of Rules:





Tower System

- **Modular design** – quick addition of new towers via drag-and-drop
- **Unlimited number of levels** per tower

Stats that can be changed:

- range
- fire rate
- projectile speed
- damage
- cost
- effects (slow, aoe_slow, dot, aoe_dot, aoe_impact, stun, aoe_stun, standard dmg)
- shooting animation for each level (loaded individually)

Target options:

- First
- Last
- Strongest

Effect combinations:

- AoE impact + AoE slow
- DOT + AoE DOT
- Slow + DOT, etc.

Enemy System

Fast creation of new enemy types

Stats that can be easily changed:

- HP
- Speed
- Armor
- Special resistances (immune to slow, dot...)

Wave scaling:

- Each new wave makes enemies stronger
 - Rules can additionally buff enemies
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Map

Modular – easy change of path layouts

Ability to add new maps without changing code

Visual identity in development

Audio

Background music created in **Bosca Ceoil** – simple placeholder loop

Shooting and explosion effects (planned to add better sfx)

Visual Identity

Not yet completed – placeholder graphics

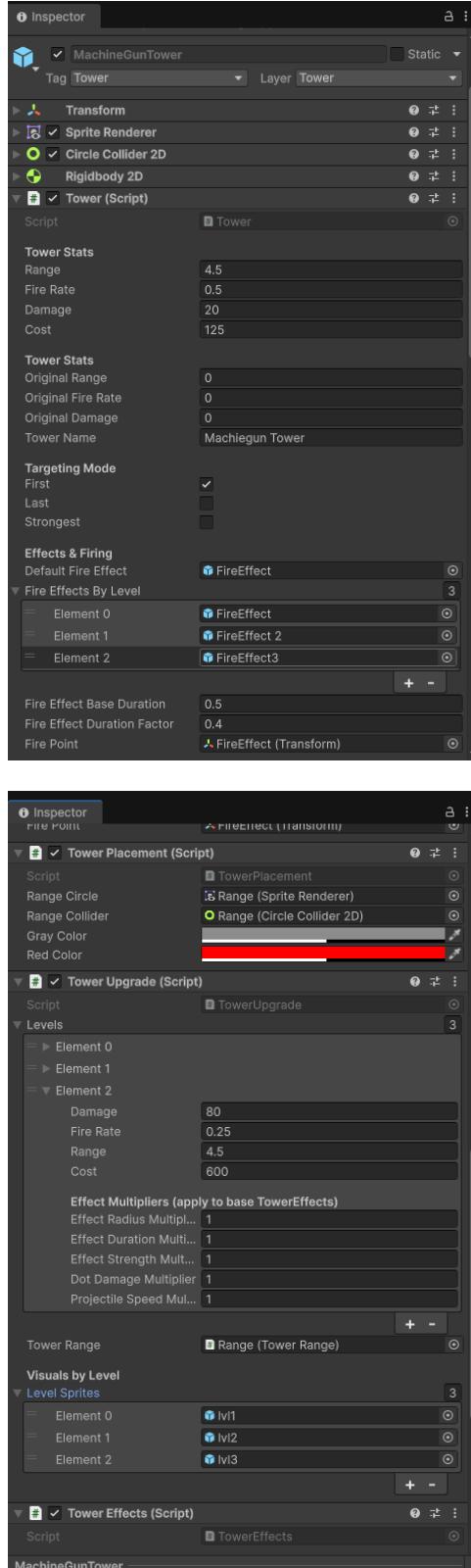
Need to create a final art style (theme: fantasy, steampunk, sci-fi...)

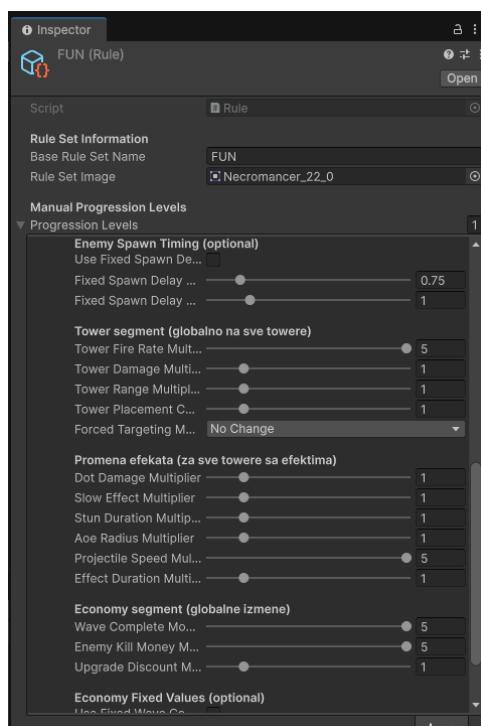
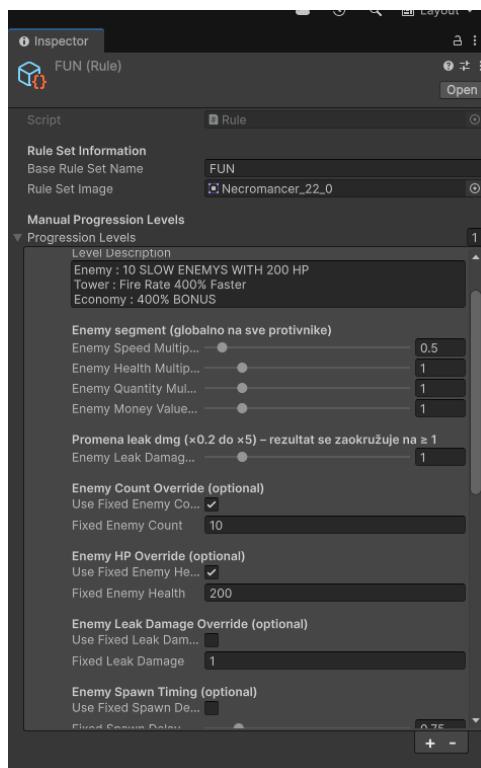
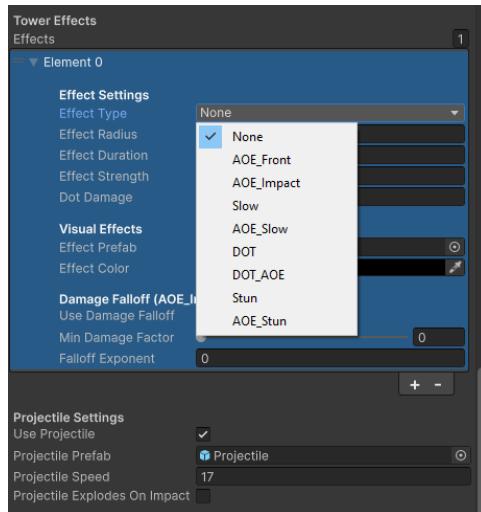
Technical Advantages

Fast development: All systems modular and easily expandable

Replayability: Endless + random rule set each time

Scalability: Rules, towers, enemies, and maps can be added without changing the game core





Promena efekata (za sve towere sa efektima)

Dot Damage Multiplier	1
Slow Effect Multiplier	1
Stun Duration Multipl...	1
Aoe Radius Multiplier	1
Projectile Speed Mul...	5
Effect Duration Multi...	1

Economy segment (globalne izmene)

Wave Complete Mo...	5
Enemy Kill Money M...	5
Upgrade Discount M...	1

Economy Fixed Values (optional)

Use Fixed Wave Co...	<input type="checkbox"/>
Fixed Wave Complet...	0
Use Fixed Enemy Kil...	<input type="checkbox"/>
Fixed Enemy Kill Mo...	0

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