1. General Info:

Title: Kingdom Defense (Working Title)

Genre: Tower Defense

Setting: Medieval fantasy with modern technology

Lore: The Kingdom of Lunio is under attack on all sides! It is up to you, the kingdom’s chief engineer, to build defenses at each of the kingdom strongholds in order to defend the empire from the oncoming waves of invaders.

1. Inspiration:

* Balloons Tower Defense series – spent many hours of my childhood playing these games, figured it would be fun to make a game similar to these
* Final Fantasy series – I like the idea of mixing old ideas such as kingdoms and royalty with newer ideas like technology and speech that are present in this and other series. I think it creates a unique setting that I think could work perfectly for a tower defense game.

1. Features:

* A base with health that needs to be defended, game will end if destroyed
* Waves of enemies that increase in variety and number as the game progresses
* An interactive menu where the player can purchase then drag and drop means of defending the base – some defenses won’t be accessible till level 2
* A point system that rewards the player for every enemy defeated and wave survived; These points can be used to buy defenses
* Two levels, each with a different base and a different path leading towards it
* Pony List:
* Clickable Damage – not sure how it could affect gameplay
* Tutorial – not sure how to implement
* Story Stuff – could be fun but could also mess with pace of the game