Rizz TD Tutorial Demo – Design Document

# Content:

* Level
  + Single tutorial level
* Towers
  + 3 types: normal, slowing effect, fast shooting
* Waves
  + 5: increasing in difficulty, final is single boss
* UI
  + Build -> tower select with cost
  + Currency balance displayed
  + Lives remaining displayed
* Tips to introduce player to game

# Theme:

* Player tasked as military strategist to establish defences at galactic outposts
* Intergalactic extraterrestrial invasion:
  + Invaders hopping between galaxies through human engineered wormholes
  + Straight paths are wormholes between galaxies
  + Start of path is farthest Human reached galactic outpost, which has just been breached.
  + End of path is home galaxy, Milky Way

# Music:

* Electric guitar driven – in the key of F#
* Main menu – unassuming clean guitar
* Pre-wave – transition from main menu music to palm muted distortion
* Wave – transition to open distortion
* Alternate between palm muting during pre-wave phase and open distortion during wave
* Boss – layered track including guitar solo