**Milestone 1 – High concept**

**Working Title**: Alien Invasion

**High Concept**: Your character will be dropped onto an alien planet with nothing but a starter factory and a defense turret. The local fauna is not too happy about your appearance and will attempt to tear down your factory. The goal will be to build up to a larger and larger factory, to build defenses against the ever-growing onslaught of the enraged locals.

**Story:** Your planet’s government is looking to spread its industry to other planets. You were assigned the planet HX-05, and must build a booming factory. Extract resources and send them back to earth to gain more funds to build bigger machines. The native lifeforms are in your way, so relocate them… permanently.

**Unique Selling Points:**

* This game will have an interesting economy that needs to be balanced between increasing defense or increasing factory throughput to fund better defenses.
* Multiple different turret types will let you decide whether you want to be active in the defense or let AIs handle it.
* Increasing difficulty of enemies will force progression of the base and present an ever-growing threat
* The ability to repurpose an entire planet to be your factory.
* When a world is subjugated, you can restart the game on a different planet with all your unlocks

**Target Customer**

The target demographic is any gamer who like strong, progression-based games. The scaling difficulty will keep veteran and beginner gamers striving to be better than their last attempt. Additionally, the strong sci-fi theme will attract those who like space and the ideas of off-planet colonization/industry.

**Full Mechanics:**

* Player:
  + Buy Turrets:
    - Basic: (manual targeting)
    - Laser: (auto targeting)
    - Missile defense: (manual targeting/ auto with upgrades)
    - Walls: (upgradable, but just for stopping enemies)
  + Buy Factories:
    - Uranium mine ($$$ - slow)
    - Copper mine ($ - fast)
    - Titanium mine ($$ - med)
* Enemies
  + Types
    - Hulk: slow, big, high health, high attack
    - Splicer: very fast, small, low health, low attack
    - Spitter: med speed, med size, med health, mild low attack, attacks from range
    - Maybe add cloaked or slowing units
  + Progression
    - Starts with splicers and a few splitters, eventually progressing to more hulks and spitters
    - Enemies will begin to speed up and have higher health at later levels

**Statistics**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Turrets** | **Hit Points** | **Damage** | **Speed** | **Price** |
| Basic | 5 | 5 | 1 | 5 ᵾ |
| Laser | 2 | 2 | 0.5 | 15 ᵾ |
| Missile | 10 | 10 | 5 | 20 ᵾ |
| Space Elevator | 20 | n/a | n/a | n/a |
| **Factories** | **Hit Points** | **Resource** | **Speed** | **Price** |
| Copper | 1 | 1 ᵾ | 1 every 1 second | 10 ᵾ |
| Titanium | 3 | 5 ᵾ | 1 every 3 second | 30 ᵾ |
| Uranium | 2 | 20 ᵾ | 1 every 5 second | 50 ᵾ |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Enemies** | **Hit Points** | **Damage** | **Speed** | **Movement** | **Drop** |
| Splicer | 2 | 5 | 1 | 2 | 1 ᵾ |
| Spitter | 5 | 2 | 1 | 1 | 2 ᵾ |
| Hulker | 10 | 10 | 0.5 | 0.5 | 4 ᵾ |
| Splitter | 5 | Splits into splicers | n/a | 1 | 1 ᵾ |

**The Game Loop**

The player must start out with nothing but a basic turret that they use to manually target the biters. Killing biters will drop resources which will be picked up and shipped off-world.

Eventually the money will be used to buy factories and more turrets.

This continues to ramp until more locations are unlocked on the global map. When an area is not in active use, it has a passive resource gain.

Higher tech and upgrades can be unlocked from a menu off the global map.

When all sections of the map are unlocked, the option to exploit a new world opens. All unlocked tech, minus upgrades are available in the new world with prestige points.

**Layout**

Main menu – the map of an alien planet where players are given the initial story dump when they first load up the game. From here they choose and unlock parts of the map.

Main playing screen – the playing field where player fights enemies and builds factories. A build mode and fire mode are selectable as buttons on the bottom right of the screen. A collapsible menu is used to select which building is built in build mode (an icon of the structure is displayed on the build mode button).

Upgrade Screen – Accessible from the World Map, used to unlock new turrets and upgrades like fire rate, cheaper rocket delivery (more money per resource).

A picture containing food

Description automatically generated