**Consumables**

Last Updated

# High Level Player Experience

Sometimes the best defense is a good offense.

**Feature Priority: Core Feature**

A major feature that could be listed on the back of the box. It interconnects with multiple core features and is a major part of the player experience.

# Design Details

**Goals:**

* To provide a variety of gameplay strategies and visual interest
* To use Kodu assets in a way perhaps users haven’t seen before
* To provide depth through staggered release of availability.

**Design Details:**

**Breakdown**:

* Consumables Overview
* Types
  + Torpedo
  + JetStrike
  + Bomb
  + Mine – Low priority

**Consumables Overview**

A large part of successful tower defense games is when the player can take limited, but effective, agency in repelling the enemy. In Defense Grid they could order in an orbital laser strike, in PvZ there were various explosive devices that instantly detonate. This explosive interaction is enjoyed by the target audience.

The direct approach doesn’t come without cost though, both in using $ resource and in some cases a recharge time before reuse is possible. Exact costing and damage TBC.

**Types**

**Jet Strike**

This devastating strike is only available after the player has purchased and placed the ‘hangar’ tower. Upon placement the player is able to tap the hangar and jets streak over the map indiscriminately dropping missiles onto the map.

This uses the factory, jet and missile models that exist already.

**Bomb**

The bomb is a small explosive that is instantly dropped onto a point of the players choosing, causing damage where it lands.

This uses the missile model.

**Torpedo**

Launched from the Reef, the torpedo travels along the enemy pathways until it reaches an enemy and then it explodes, destroying whatever character it hits.

This uses the missile model.

**Mine**

Note: This consumable is currently under consideration for removal. It adds little to the experience and it’s placement as a player is cumbersome.

The mine is placed in the world by the player and upon touch it destroys the character that touched it and itself.

This uses the mine character that exists already