**Towers**

Last Updated

# High Level Player Experience

The right tool for the right job – at a cost.

**Feature Priority: Core Feature**

A major feature that could 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**:

* Towers overview
* Types
  + Stunner
  + Missile
  + Rapid-fire Auto Stunner
  + Mind Zapper
  + Shrinker
  + Jet Strike
  + $ resource maker (TBD)c

**Towers overview**

* The towers are how the player defends the coral/starfish.
* Each of them disables the enemy in its own special way, providing the variety of gameplay and breadth of strategy.
  + With the exception of the Jet Strike, all towers are automatic.
* Each tower costs $ resource to buy and gives less back if/when the player sells it back.
* Simple towers cost less but in do less damage than the more expensive towers.
* Each tower deals damage, regardless of enemy type they are hitting, however there are matches between tower and enemy that mean the most expensive might not be the best at defeating the current enemy.
  + For example, for multiple small fast enemies a tower that quickly shoots weak shots is better than a tower that fires 1 devastating shot but has a long delay between shots.

**Tower Types**

**Stunner**

Character/Model: Stick (colored Silver)

Fire type: blip

Fire rate: slow

Projectile strength: weak

Other: This is the cheapest, low power weapon. Good to defeat the basic grunt only, but in combination with other towers ideal to chip passing enemies down by a little health.

**Missile**

Character/Model: Cannon

Fire type: missile

Fire rate: slow

Projectile strength: high

Other: This tower packs more of a punch, but the reload time in between will hinder against faster enemies. Also the range is slightly larger, as to compensate for flight time of missile. Good against the tank.

**Rapid-fire Auto Stunner**

Character/Model: Stick (Colored Gold)

Fire type: blip

Fire rate: fast

Projectile strength: weak

Other: On average, this probably does the same damage over time as the Missile tower, however the rapid fire rate means it’s great at taking out multiple targets with low health, i.e. the racer.

**Mind Zapper**

Character/Model: Pushpad

Fire type: Special (uses glow)

Fire rate: v. slow.

Projectile strength: 100%

Other: This area of effect tower will instantly convert all enemies close by. Needs time to recharge.

**Shrinker**

Character/Model: Saucer (enlarged)

Fire type: Special (uses glow)

Fire rate: constant

Projectile strength: 100%

Other: This area of effect tower will instantly shrink and slowdown all enemies close by. This takes advantage of exposing the object settings for scale size and speed modifier. Good against racers and tough grunts, that need to be slowed down in order to be hit more.

**Jet Strike**

Character/Model: Factory

Fire type: Jet with Missiles

Fire rate: on demand, but long recharge rate.

Projectile strength: strong

Other: The factory generates jet strikes. When they are available to fire the factory informs the player. Once tapped on the jet(s) launches and flies across the map, dropping bombs indiscriminately on the enemy path. This may cost $ per launch, depending on level balancing.

**$ Resource maker**

Character/Model: Tree/other

Fire type: Coins

Fire rate: 15 seconds

Projectile strength: none

Other: *This tower TBD* - $ Resource will be generated from money trees placed in the level, doing so will ensure an easier time of balancing the experience due to a established income rate.