Pillage the Kingdom

Game Design Document

Abstract:

Pillage the Kingdom is a Strategic twist on the tower defence game genre. With a 8-bit top-down art style designed for the casual consumer (10+).

Game World:

The player controls a vicious raiding group which is pillaging and sieging the kingdom. Initial areas have a poor looking scenery. This is because the further away towns from the castle, the poorer the subjects are. The raiders are ruthless and will attack anyone that's not from their clan, so not even the poor are safe. As the player takes the raiding team further into the world, areas become more exquisite and fortified. More wealth is progressively shown as the subjects closer to the king are better equipped and tougher enemies to destroy.

Player Goals:

To raid the kingdom by pillaging villages on the way to the king's castle. The path to the villages have towers which the player must destroy to open the path up for the rest of the party. The end goal is to pillage the castle and take the riches from the king.

Core Gameplay:

The game is played in real time. The player will use gold to select different troops to spawn in each map. Devise tactics with the different troop abilities to destroy towers on the path. At the end of each map, decide whether you want to take a dangerous path or an easier task. The more danger you put yourself in, the more reward you will get.

Game Flow:

The player chooses troops to spawn using gold. Troops spawn and move along the path to the tower. Troops will eventually destroy towers which earns the player gold and clears the path for more troops. Newer troops which are spawned will continue down the path and continue attacking towers. At the end of the path, the player is given a decision of the next path they wish to take. In the end, the player reaches the castle and must send troops to it to raid it.

Game Mechanics:

Players will have some starting gold which they can use to spawn troops. There are three troops the player can choose from, and each have their own respective costs and abilities;

- Tank troops - Expensive. Will take tower aggression, and have more health than usual.
- Protection troops - Moderately priced. Casts a protection aura in a radius around it which causes tower damage to be split between itself and the troop taking damage provided the troop is within the radius. Will die very quickly to tower if alone.
- Normal troops - Cheapest troop, standard run of the mill raider. Has decent life and are the main source of damage against structures.

As the player progresses through the map and raids villages, the difficulty and abilities of the towers on the path will increase as more technology is available for the later villages. Towers will start to use elemental and/or splash effects on their attacks which may cause status ailments onto troops. The visuals will also change as the player progresses.

At a certain point, the player will have the choice of choosing two different paths. One path will include more difficult challenges, but will in turn give more gold from destroying structures. The other path will be easier but have a lower reward.

The visuals of the map will have an effect on the player as well, i.e. If the map is barren and dry, player troops will take heat damage passively over time. If the map is cold and icy, the player troops will be slowed and be more susceptible to tower damage. If the map is plain, there will be no effect on the player.

- Plain: No effect
- Dry: Troops get dehydrated which causes damage passively over time.
- Snow: Slower movement, increased damage taken from towers because of frostbite etc.
- Old and dusty: Player gains much less gold passively and from structures.
- Hellscape: A mixture of snow and dry. Dehydration and cold environment causes damage over time as well as increased damage from towers, impaired movement.

In the very end, the raiders will reach the castle, which will be a much harder path to clear. The towers will use a mixture of elements and the environment will be harsh. It will be a challenging battle with great riches for the player.

Key Game Features:

- Randomised tracks
- Different environmental visuals which have effects on the player
- Elemental damage from towers
- Troop selection menu
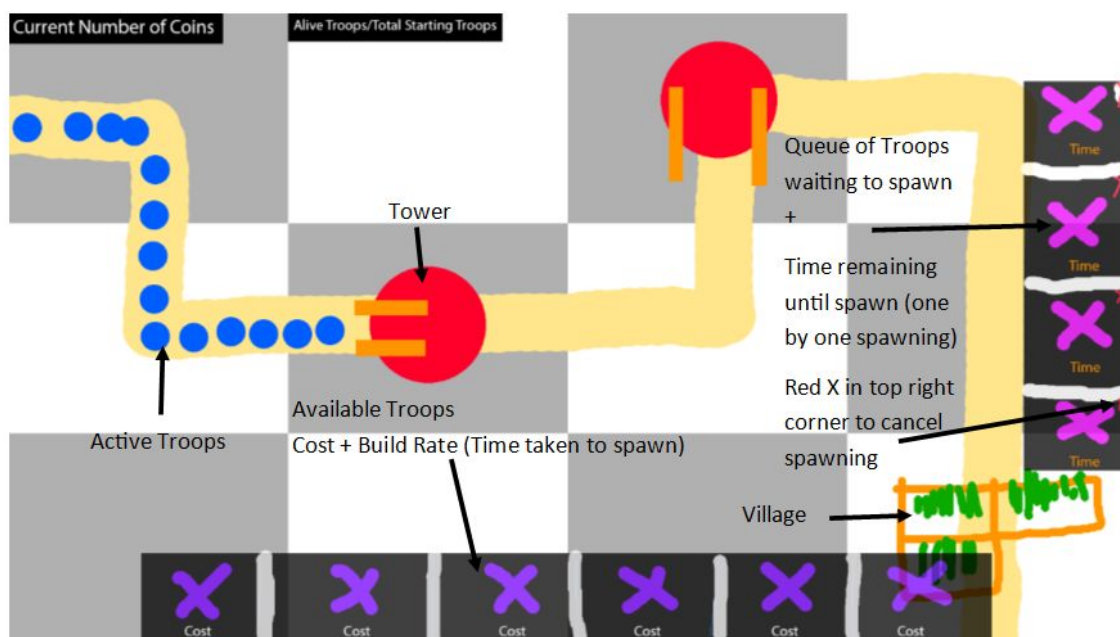- Real time gameplay
- Path decision making

Game Objects:

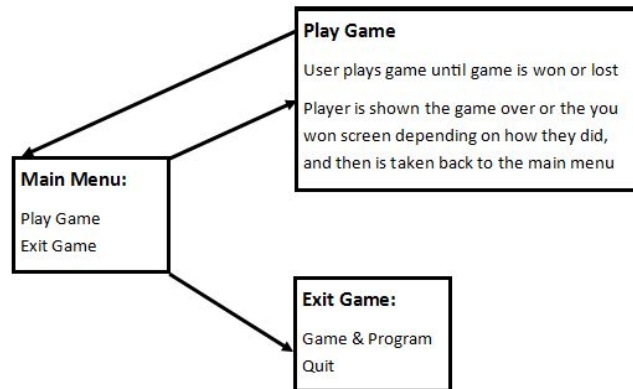Towers, Troops, Castle, Tiles, Villages and Art Flairs

Algorithms:

- Map generation algorithm: To generate a randomised map for the player.
- Tower targeting algorithm: To allow the towers to attack the player's troops.
- Troop pathing AI algorithm: To allow the player's troops to travel through the map.

Main View (HUD + UI)

Menu System

Play Game

User plays game until game is won or lost

Player is shown the game over or the you won screen depending on how they did, and then is taken back to the main menu

Main Menu:

Play Game
Exit Game

**Exit Game:**

Game & Program Quit

Control Scheme

The control scheme is almost entirely mouse based. Clicking on troops when the player has enough coins to do so sends them to the spawn queue, and clicking on the upgrade troop section will upgrade the troop.
Pressing the spacebar will toggle the pause feature, where the troops will pause when this feature is active.

Level/Mission designs;

Each design will change the type of tiles being selected.

● Plains, Snowy, Desert, Dusty and Hellscape.

The different designs will impact the difficulty scale which in turn reduces the amount of towers on that level. The maps selection would be similar to FTL: Faster than Light's (Subset Games, 2012) Map screen:
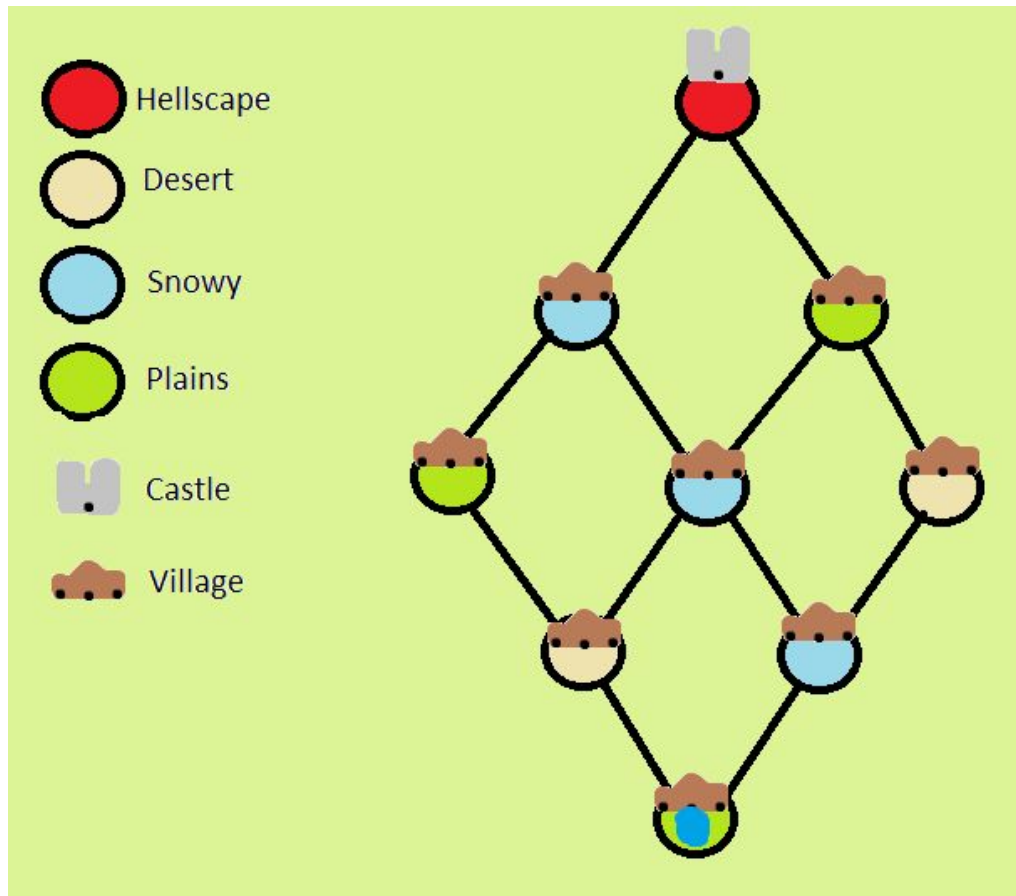
<u>Required assets:</u>

Art:

- **Map tiles**
  - 480x360 each
  - 100p width track.
  - Top down 8-bit style.
  - 3 different styles: Blank, Straight path and Turn path.
  - 10 different designs per style.
  - Start and End tiles with Villages/Castles, to be drawn on top.
- **Towers**
  - 200x200 each
  - Top down 8-bit style.
  - 2 different styles: Wooden, Stone.
- **Troops**
  - 50x50
  - Top down 8-bit style.
  - 3 styles of troops: Normal, Tank and Protection
  - **Normal**: Basic soldier.
  - **Tank**: Big, Buff soldier.
  - **Protection**: Hooded Mage-like soldier.
- **UI/HUD**
  - Total coins accrued by the player
  - Number of troops currently alive
  - A queued section of troops in the process of spawning
  - A selection of troops to spawn

Animation:

- **Explosion Animation:**
  - To be used to hide the transition of Towers/Villages/Castles from built to destroyed version.
- **Troop animation:**
  - Moving
  - Attacking
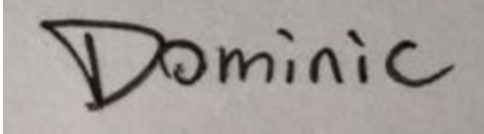 - Protecting (Protection troops)
  - Dying

Sound:

- Background Music
- Troop Spawn Noise
- Collision Sound
- Destruction Sound
- Death Sound

Bibliography

1. Subset Games. (2012). FTL: Faster Than Light.

Team Signatures

	6/10/2017
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	6/10/2017
	6/10/2017