

# The Tomb Guardian Design Document

◆ Title: The Tomb Guardian

◆ Gameplay description:

In ancient China, emperors often built their graves to be very luxurious, to show the imperial power. But expensive funerary objects attracted many robbers. Therefore, the emperors tried every means to defend themselves and the tombs of the clan: the establishment of organs, the placement of fake coffins, the use of statues of the generals, and so on. As the times went by, various novel institutions were slowly invented. Until modern times, people began to use various high-tech means to protect the emperor's tomb.

In *The Tomb Guardian*, you will become the designer of the emperor's tomb, and you can use various props to protect the emperor's tomb. You will begin with the dynasty three thousand years ago, with the most primitive props to arrange the mausoleum of the emperor; over time, you will get new props from the robbers, and new invents invented by the inventor to re-arrange your grave.

Before each level is opened, you need to arrange your graves first. Once placed, the placed items will not be able to change. However, the attacking tomb stalker will drop some special items, you can pick up and use these special items to enhance your defense until the end of the level.

◆ Goal:

Protect the emperor's coffin in every level and don't let the robbers open the coffin. Once the robber opens the coffin, the game ends and the player fails. If the player's defense system successfully resists all the robbers' offense, the player wins.

◆ Design values:

- Theme: Protect the emperor's grave! Repel the robbers!
- Point of view : In *The Tomb Guardian*, the player will overlook the entire tomb from top view. Although it is top view, the game will be presented in 2D. The map of the tomb is not complicated, and the freedom of the

map is very high. Player is free to set up his own defenses in the blank area, but at the same time these defenses will change the course of the robbers.

- Challenge: The challenge of this game is strategy. Player needs to plan how to place his defenses before the level starts, and how to increase the distance of the robbers.
- Decision-making: The decision is made before the start of the level, but random events will occur during the level and require the player to resolve it in real time. For example, when the robbers escape, they will drop some props, which can temporarily increase the combat effectiveness of the defense.
- Skill, strategy, chance, and uncertainty: *The Tomb Guardian* is a tower defense game. The uncertainty lies in the placement of the defense tower and the timing of the use of instant props.

◆ Basic elements:

- Players: One, the player only need to consider how to lay out the defense.
- Goal: Repel all the robbers before the emperor's coffin breaks. Robbers will destroy it once they approach the emperor coffin.
- Main actions: Set defenses mechanism; use the instant props to temporarily increase the combat power of the established defense tower.
- Item type:
  - Defense tower:

Statues of the generals: Different levels will unlock different statues of the generals, and the statues can summon the general undead to guard the imperial tomb. The general undead has a certain patrol range. Each general has his own special attack range, attack methods and skills.

Terracotta Warriors: Terracotta Warriors are divided into different arms, they can summon ordinary undead. Ordinary undead do not have the skills and cannot patrol, they can only defend at their own fixed position.

Machines: The machines need to trigger to attack. Some machines are one-off, and some machines can be used multiple times.

However, the machines will enter cooling after each use.

- Instant props:

Compass: It can increase the patrol range of the general undead.

Candles: Place candles so that all defensive towers attack the area illuminated by the candle.

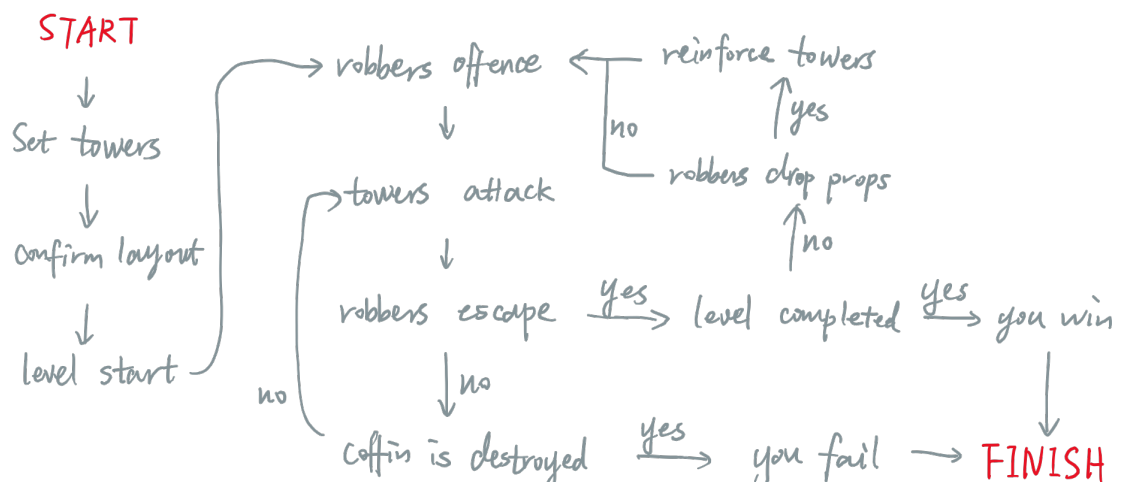
Infrared detector: can detect stealth robbers.

- ◆ Interface and controls:

- Controls: The player uses the mouse to operate. Drag and drop the defense tower to the map to complete the creation.

- The screen: The creation phase: The left side of the screen is the item bar, and the item bar has an optional defense mechanism. On the right side of the screen is a map of the tomb showing the location of the emperor's coffin and the point of generation of robbers. At this phase, the player drags defense towers from the item bar to the right map to complete the layout. Defensive phase: The complete grave map is displayed on the right side of the screen, and the player can see the robbers appear in the map. There is a very narrow area on the left side of the screen to display the new item bar, which is used to temporarily store the picked up instant items.

- Game flow:



- ◆ Art direction: 2D picture, simple, color.

- ◆ Technical overview: Use the U3D engine.

◆ Schematics:

