Introduce:

1. Name: Rise of Evil
2. Story:

From ancient times, the war between Humanity and Evil who come from hell has been start. King of hell – Dark Lord and his evil army was took many live in anywhere they come, make Humanity stand on the brink of destruction. But no, human not surrender to fate, in the final war, all the strongest warriours and witchers was sacrificed their life to lock Dark Lord into the permanent crystal, take evil army back to their place, bring peace to the word.

3000 years later, a crack at the end of the horizon appear, many evils come from there, can’t be count they number, all of them are come to save their king and occupy the earth for one more time. We can’t let history recur, have no choice now, kill them all, or all will be killed…

Game Elements:

1. Tower:

5 type of tower:

* Arrow Tower:
  + HP: 100 (+50)
  + Damage: 4-6 (+5)
  + Type damage: Physics
  + Speed attack: 0.8s (-0.1)
  + Range: 280 (+40)
  + Build cost: 70 gold (+40/+60/+0/+100)
  + Target: 1 (+0)
  + Special: Each shot have 20% change to deal 300% damage
* Magic Tower:
  + HP: 100 (+50)
  + Damage: 9-17 (+15 - +28)
  + Type damage: Magic
  + Speed attack: 1.5s (-0)
  + Range: 280 (+40)
  + Build cost: 100 gold (+60/+80/+0/+100)
  + Target: 1 (+0)
  + Special: Weaken target, make it take extra 25% damage when attacked
* Slow Tower:
  + HP: 100 (+50)
  + Damage: 1-3 (+2)
  + Speed reduce: 20%
  + Type damage: Magic
  + Speed attack: 1.3s (+0)
  + Range: 180 (+40)
  + Build cost: 80 gold (+60/+60/+70/+100)
  + Target: AOE – radius 70
  + Special: Each 10 shot will frozen target, make it unable to move for 2 second
* Bombard Tower:
  + HP: 100 (+50)
  + Damage: 10-18 (+11 - +24)
  + Type damage: Physics
  + Speed attack: 3.0s
  + Range: 320 (+0/+40/+0/+0/+0)
  + Build cost: 125 gold

(+100/ +100/+0/+100)

* + Target: AOE
  + Special: Each shot will burn ground, every monster in burn area will take 3 damage per second. Last 3 seconds.
* Barracks:
  + HP: 100 (+50)
  + Range: 180 (+40)
  + Damage: None
  + Solider HP: 50
  + Solider Damage: 1-3

(+3 - +4)

* + Solider Armor: 0 (+5)
  + Respawn Time: 20s
  + Solider each time: 3 (+1)
  + Type damage: Physics
  + Solider Speed attack: 1.2s
  + Solider Range: Melee
  + Build cost: 70 gold (+60/+70/+0/+100)
  + Target: None
  + Special: Reduce damage Solider taken by 20%

1. Monster:

7 type of monster:

* Normal:
  + HP: 24
  + Damage: 1-4
  + Attack speed: 1.0s
  + Armor: Unarmor
  + Speed: Medium
  + Gold: 6 – 3 (6 gold when appearance, and decrease 1 gold after moving for 100 range, minimum 3 gold)
  + Special: none
* Magican:
  + HP: 120
  + Damage: 5-7
  + Attack speed: 1.0s
  + Armor: Unarmor
  + Speed: Medium
  + Gold: 15 - 10
  + Special: Deal extra 10 damage to target
* Tank:
  + HP: 960
  + Damage: 40-60
  + Attack speed: 1.9s
  + Armor: Antiphysics
  + Speed: Slow
  + Gold: 40 - 30
  + Special: Reduce 10% damage receive
* Speed:
  + HP: 42
  + Damage: 2-3
  + Attack speed: 1.2s
  + Armor: Unarmor
  + Speed: Fast
  + Gold: 15 - 10
  + Special: Immune to slow
* Siege:
  + HP: 58
  + Damage: 3-8
  + Attack speed: 1s
  + Armor: Unarmor
  + Speed: Medium
  + Gold: 15 - 10
  + Special: Attack tower, taunt (tower must attack this type of monster when in range), isn’t hurt (reduce 10% damage receive)
* Elite:
  + HP: 12000
  + Damage: 150-250
  + Attack speed: 2.5s
  + Armor: Elitearmor
  + Speed: Slow
  + Gold: 100 - 80
  + Special: Increase speed attack of monster (10%) in 300 range, stun tower (stun all tower in 500 range each 30 seconds)
* Dark Lord:
  + HP: 21600
  + Damage: 200-400
  + Attack speed: 2s
  + Armor: Bossarmor
  + Speed: Slow
  + Gold: 500
  + Special: Increase speed (10% / 300 AOE), bonus armor (+5 / 300 AOE), destroy tower (100 damage each 10s to random tower)

5 type of monster armor:

* Unarmor: taken 100% from all damage.
* Antiphysics:
  + 60% physics damge
  + 120% magic damage
* Antimagic:
  + 60% magic damage
  + 120% physics damage
* Elitearmor: 80% from all damage
* Bossarmor: 60% from all damage

1. Skills of Tower:

6 skills:

* Aura slow: slow all monster in range (10%)
* Aura burn: deal 5 damage per second to nearby monster (100 range)
* Aura speed: increase attack speed of all tower in range (20%)
* Aura damage: increase attack damage of all tower in range (10%)
* Multi target: change number target of tower to 3
* Range upgrade: increase range of tower 100 (except Barrack)

1. Upgrade Tower:

Each time finish a stage, you can open Upgrade window and spend star you have earned to upgrade tower for next stage. All upgrade cost 1 star and require previous upgrade.

* Arrow Tower:
  + Lv1: increase attack range (+20)
  + Lv2: reduce basic construction cost (-10 gold)
  + Lv3: increase attack damage (+2)
* Magic Tower:
  + Lv1: increase attack range (+20)
  + Lv2: increase attack damage (+5)
  + Lv3: increase change to ignore magic resistance (+10%)
* Barrack:
  + Lv1: increase armor (+2)
  + Lv2: increase healing rate (+5 per second)
  + Lv3: trained faster (-2s)
* Bombard Tower:
  + Lv1: increase attack range (+20)
  + Lv2: reduce reload time (-0.2s)
  + Lv3: increase attack damage (+20)
* Slow:
  + Lv1: increase attack range (+20)
  + Lv2: increase slow effect (+5%)
  + Lv3: reduce reload time (-0.1s)

Gameplay:

Campaign:

Monster will appear from begin of the map and come to *crystal of King*, the crystal have 10000 HP. If *crystal of King* destroyed, Dark Lord will be realease and attack *crystal of Life*. HP of *crystal of King* will not reset after stage finish, try to kill all monster before they can touch it.

You need to build tower to kill monster and protects our kingdom. Try to defeat all monster before they can release the Dark Lord, after Dark Lord appearance, monster will receive strong buff and come to kill you. Tower can be upgrade to increase their properties, when tower upgrade to 4 star, it will have a random skills (in skills list) and when tower become 5 star, it will active their special skill.

Each 500 monsters die, evil army will release a set of Siege monster to destroy your base. Becareful, these monsters very dangerous.

Each monster die, you will receive gold, gold of monster will decrease over time, so try to kill it as soon as posible. Use gold to build new tower or upgrade existing towers. The remaining gold of current stage will be add to begin gold of next stage, save your gold.

When you come to final wave at stage 5, Dark Lord will automatic appear, be prepaired.

A completed level is awarded stars based on how successfully it has been played. The current hit point of *crystal of Life* remaining (out of 10000) determines how many stars are awarded, with three stars for a great play (9000-10000 hit point remaining), two for an average play (5000-8999 hit point remaining), and one for a poor play (1-4999 remaining). Failing to keep crystal if life will result in defeat.

Stars earned can be spent on Upgrades. Each upgrade requires between 1 and 3 stars and have a permanent effect on towers. Upgrades can be bought and reset at any point during the game, allowing you to pick and choose the best upgrades for each level until you have enough Stars to buy all of them.

Survival:

Monster will appear continuously in this mode, It’s has no ender, *crystal of King* will recover after previous Dark Lord dead and will release a new Dark Lord after destroyed. Your target is try to survival as far as you can. Tower in this mode will receive strong buff after each 10 wave.

Game Design

1. Scene:

LogoScene LoadingScene

MainMenuScene

UpdateScene WorldScene

RegionScene

1. Class diagram:

