Game Production 6

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GDD

**Title:** Project Feature(running name)

**High Concept:** Project feature is a top down 3D tower defense game. The main idea of the game is to prevent enemies from reaching your objective. As a player you must build towers to kill the enemies as they move from their spawn point toward your objective. Enemies come in waves and the player must manually start each wave. Enemies are fairly basic and only vary in a few different attributes such as speed and health. If you let more enemies through your defenses than you have lives the game is over and the player loses. There will be two maps (at least). These maps differ in where you place towers for defense. In the first map players will not be able to place towers along the path that enemies will travel in. Instead there will be key points and specific areas in which towers that be placed. In the second map players will ONLY be able to place towers along the path that enemies will travel in. The idea with this is to build your own “maze” to prolong enemies from reaching your objective. Players will be able to play towers down at the cost of gold. Players start with a small amount of gold (depending on the map, typically enough for a tower or two) and gain more by killing enemies. After towers are placed they can be upgraded and after some amount of upgrading towers can be upgraded to specialize in something. For more on towers refer to table one (1). Players can also use spells to destroy their enemies. Spells are single cast tools that help players get out of sticky situations. Spells cost mana to cast which is replenished over time. Refer to table two (2) for more information on spells. Outside of gameplay players can view and skill into a skill tree. Skill points are static and never increase or decrease. They give passive bonuses to various things and can be reset anytime the player isn’t in game. Some passives change how other skills or towers work, others just offer flat bonuses. It is up to the player to choose what feels best and what play style they want to use. See table three (3) for more info on the skill tree. Players only have three skill points to spend.

**Tools:** To make development of this game quick and effective tools will be created in Unity. A tool to guide the AI enemies way point path in the first map will be created. This will allow developers to easily change and rearrange the path the enemies will follow. The second tool allows developers to manage and alter the enemies that come in waves as well as how many waves there will be in a given level. Drag and drop enemies to add them to the wave and create / delete waves as needed.

**Towers (Table 1)**

|  |  |  |  |
| --- | --- | --- | --- |
| **Tower Name** | **Description** | **Upgrade Path 1** | **Upgrade Path 2** |
| Arrow Tower | Deals good damage, fires at moderate speeds with medium range, hits only one target per shot. | Sniper tower – Hits only one target at moderate speeds for massive damage. Infinite range. | Machine gun Tower – Shoots one target very quickly. Low damage insane attack speed. |
| Fire Tower | Deals damage to all enemies in an area around the tower. Moderate damage & range with slow attack speed. | Broil tower – Constantly damages all targets in range for small damage. | Inferno Tower – Attacks have a chance to set the enemy on fire dealing additional damage over time. |
| Magic Tower | Deals low damage, has low rate of fire with moderate range. Regenerates mana per second for the player. | Lightning tower – Good damage, amazing range with medium attack speed. Each kill this tower gets gives mana to the player. | Battery Tower – Deals no damage, provides the player with huge mana regeneration and flat bonus to max mana. |

**Spells (Table 2)**

|  |  |  |  |
| --- | --- | --- | --- |
| **Spell Name** | **Description** | **Mana Cost** | **Cool Down** |
| Meteor | Drops a meteor from the sky dealing heavy damage in a small area. | Low | Med |
| Time Sphere | Creates a small sphere where time is distorted slowing down any enemy inside. | Med | High |
| Gas Cloud | Deals no up front damage but heavy damage over time to all enemies in the area of effect. | High | High |

**Skill Tree (Table 3)**

|  |  |  |
| --- | --- | --- |
| **Passive Name** | **Belongs to?** | **Description** |
| Greed | Green Tree | Increase starting gold. |
| Poison Shots | Green Tree | Arrow towers have a chance to poison foes. |
| Iron Wood Arrows | Green Tree | Arrow towers and their upgrades cost less. |
| Hot Coals | Fire Tree | Meteor spells leaves fire behind dealing small damage to enemies in the fire. |
| Improved lens | Fire Tree | Increases the range of fire towers. |
| Spontaneous Combustion | Fire Tree | Enemies have a small chance to instantly die just before reaching the objective. |
| Meditation | Blue Tree | Increases mana regeneration and max mana. |
| Soul Siphon | Blue Tree | Killing enemies now grants small amount of mana. |
| Hearty Herbs | Blue Tree | Gives extra lives. |