Project Design Document

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Soul
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Project Concept

1

Player Control

You control a

Worker and castle

in this

Castle Defence

game

where

Touch and pressing

makes the player

Move worker, set buildings, works with UI

2

Basic Gameplay

During the game,

From the structures worker has build

units spawns

then

Units run to enemy side and attack the closest enemy or building

and the goal of the game is to

Destroy Enemy Castle

3

Sound & Effects

There will be sound effects

Unit Respond, attack, death, abilities sounds, bgm, UI reaction

and particle effects

Attach, death, UI respond

[*optional*] There will also be

not yet

4

Gameplay Mechanics

As the game progresses,

Waves of spawned units perform to attack

making it

More difficult to defend own castle

[*optional*] There will also be

*Gold for every killed unit. Gold every few seconds for each building placed on map
The worker cant be killed*

5

User Interface

The

Lives

will

decrease

whenever

The player hits a rock or is bitten by a fox

At the start of the game, the title

Oh Deer

will appear

and the game will end when

You run out of lives

6

Other Features

*Buildings can be also destroyed by units.
The castle sells spells and powerups for units.
Flying units ignore obstacles.
The resources are: gold, production and "ctystals/potential"
Basic spawn building (exclude legendary units) cost only gold
Some buildings doesn't spawn units but have abilities and mana. They cost gold and "potential".
Diffirent maps with few lines and neutrals with bonuses.
Random Natural Disasters on the battlefield. Random powerups spawn.
Random races generator
I'M GONNA MAKE SOME GACHA OR LOOTBOXES, SHAME ON ME!*

Project Timeline

Milestone	Description	Due
#1	- Project / Camera set up with primitive objects for all gameplay objects	empty
#2	Player camera movement. Worker movement. Borders	empty
#3	Generate building factory. Generate unit factory.	empty
#4	Units movement. Attack, health system	empty
#5	- Heath / Gameover mechanic programmed	empty
#6	- Particle and sound effects implemented	empty
#7	empty	empty
Backlog	empty	empty

Project Sketch

Menu

Menu ui

castle

buldings

resources bar

Units spawns from building and run to desroy every enemy in vision (Player cant cotrol them)

units

Button to choose worker

Button to choose castle

We need this button, trust me, i am engeere

map

Unit stats

Chosen unit/building model

Spells cooldowns and passives, Units to hire, building to struct

UnitName

Armor type

Damage Type

Health/heath
Mana/Mana