**Plan of Action.**

BACKGROUND OF THE PROJECT: we did a round-up asking: what games do you like and are there any games/ideas you would still like to produce

PARTICIPANTS: Thomas, Djem, Stan, Abel, Kyan j

AGREEMENTS ON COMMUNICATION: discord will be our way of communication and if you can't attend it will be shared through discord

BACKLOG: Trello

DEFINITION OF DONE: playable game with all should haves included

RISKS: time constants.

Idea 1:

Example: you have 2 or 3 different weapons in the start of the game.

Each weapon has his own skill based input to attack.

If you kill an enemy you get 3 random items (cards) and you can choose one to keep.

It can be: a buff for one attack of one of your weapons. For example: If the amount of hits from your sword is timing based it does 2 dam

age for each hit instead of 1. You can also get cards that for example can give your healing, regeneration.

Cards are in the style of the game with an icon/picture with some text that represents the things you get

Idea 1:

|  |  |  |  |
| --- | --- | --- | --- |
| Must have | Should have | Could have | Won't have |
| Turn based combat system | Items (cards) | shop |  |
| 2D pixel art | Different enemy types (ranged or melee) | Music |  |
| Death | environment |  |  |
| Difficulty curve |  |  |  |
| 1 player character |  |  |  |
| More than 1 dmg skill checks |  |  |  |
| Gex |  |  |  |
|  |  |  |  |

Idea 2 (Final):

Tower defense game where you defend against enemy's that are trying to get through the defense you made.

But every (10 or 5 or each) round(s) you need to get through your own defense.

You need to play a short minigame depending on the defense you pass.

Every single defense has his own minigame and it is harder if you upgrade it.

You use money to place defenses and earn money for killing enemy's and passing your own defense.

The harder your defense is the more money you earn for passing it.

If you fail a minigame for trying to beat your own defense. You lose money

(And or the defense you lost to).

You completely lose if the enemy passes all of your defenses.

Idea 2:

|  |  |  |  |
| --- | --- | --- | --- |
| Must have | Should have | Could have | Won't have |
| Map (movement for enemy's) | environment | Corruption |  |
| 2D pixel art | boss | story |  |
| towers | upgrades | effects |  |
| Difficulty curve | minigames | animations |  |
| income | grid |  |  |
| health |  |  |  |
| damage |  |  |  |
| Tile placement |  |  |  |

**Game Design Document**

**Game name:** witch tower?

**Team name:** Vector5

**Why did we make this game?**

Because it’s the best idea we got before the deadline and we all think it’s a fun idea that we can make in time.

**Description (full game):**

Tower defense game where you defend against enemy's that are trying to get through the defense you made.

But every 5 rounds you need to get through your own defense.

You need to play a short minigame depending on the defense you pass.

Every single defense has his own minigame and it is harder if you upgrade it.

You use money to place defenses and earn money for killing enemy's and passing your own defense.

The harder your defense is the more money you earn for passing it.

If you fail a minigame for trying to beat your own defense. You lose money

(And or the defense you lost to).

You completely lose if the enemy destroys your door at the end of the map.

The enemy damages that door if they are there.

You win by killing the final boss that appears after 20 rounds in the game.

**Genre:** tower defense

**Story:** You're a witch in a magical forest trying to protect your territory from the witch-hunters from a nearby town.

**Theme with visuals:** medieval, magical forest, potions n stuff, witches and bitches

**Enemy movement:** Pathfinding AI.

**Objectives:** Survive all waves without the enemy passing your defense

**Mechanics:**

* You can place defenses
* You need to pay to place defenses
  + You can place defenses anywhere in the play area except on You cannot place buildings on each other.
* There are three unique enemies:
* Farmer: common enemy who moves at an average pace with average HP and does average damage. Drops 2 gold.
* Lumberjack: slow enemy with a lot of HP who does an above-average amount of damage. Drops 5 gold.
* Nobleman: fast horse-riding enemy with low HP and below-average damage. Drops 8 gold.
* You have four unique buildings to place down:
* Venus trap, this trap cost 10 gold that that hits one enemy if they come in range.
* Ice tower costs 50 gold and hits all enemies in his circle. It slows down enemies for a couple of seconds.
* Magic Fire tower costs 50 gold and does high but slow burst damage.
* Poison tower costs 100 gold and attacks one enemy very fast.

* At the start of the game, you get 10 gold to place down the cheapest tower.
* For every enemy you kill, you get a set amount of gold which depends on the type of enemy it was.
* The enemies need to damage the door at the end to defeat you.
* Every 5 rounds there is a goblin with a bag of gold that goes through all defences where you need to play a short minigame for each of them. If you pass them, you get gold from the goblin.
* You win by surviving 20 waves and killing the final boss.

**Dynamics:**

* Constantly place buildings to survive attacks from the enemies.
* Be aware that you need to do a lot of minigames if you place a lot of buildings.
* Strategically place specific buildings at specific places to prevent your enemy's from passing and damaging your front door.

**Aesthetics:**

* Challenge
* It's basically just challenge, as none of the other aesthetics apply. You just challenge yourself to beat the game, and that's about it. The only other aesthetic that *can* apply is Fantasy, but there's too little of that to count it.

**Unique Selling Point:** every (10 or 5 or so) round(s) you need to get through your own defense.

**Resources:**

* HP
* Gold
* Towers

**Conflicts:**

* The conflict is the enemies. In order to beat the level, you have to defeat all the enemies in the level and keep them away from your home.

**Outcomes:**

* You defeat the main boss after the 20 rounds at the end and then you survived the invasion of the enemies.