

# FourSight Project Plan

**Project Name:** FourSight

**GitHub:** [GitHub Link](#)

**Unity Experience:** [Intaglio Gamejam](#)

**More Experience:** [Portfolio](#)

**More Info(My Senior Seminar presentation Video):** [Link](#)

**More Info(My Senior Seminar presentation PowerPoint):** [Link](#)

**Game Summary:** FourSight is a roguelike deck-building tower defense game where you defend a central core on a destructible grid using drawn tower and spell cards, with enemy AI navigating dynamically using pathfinding. Each run features procedural encounters, Slay the Spire-style progression and unlocks, and branching paths through battles, events, and shops as you grow stronger.

## Game Loop:

- Win Condition: Within an encounter, the win condition for a player is to protect their core until a set number of waves has elapsed. Within a run, the win condition is completing all the encounters and reaching the end of ACT 1.
- End Condition: If a Player's Core gets destroyed.
- Player Actions: Point and Click. The player can use cards to place towers and cast spells in order to affect the game grid. Click and drag to move a card towards the grid and let go to spend resources to place the effect where the mouse is hovering.
- Friction: Waves of enemies will assault the player's base to try and destroy their core.

## Game Theme:

- What is this game about: In a Sci-Fi futuristic world where humanity must raid foreign planets for resources, you, as a commander of a mining operation, must defend your core heart from aliens by placing towers and using resources in order to stem the alien threat.
- How do Player Actions relate to the theme: In accordance with the theme, the player can use their input to achieve the goal of their in-game persona by playing cards in order to influence the grid and protect their operation.

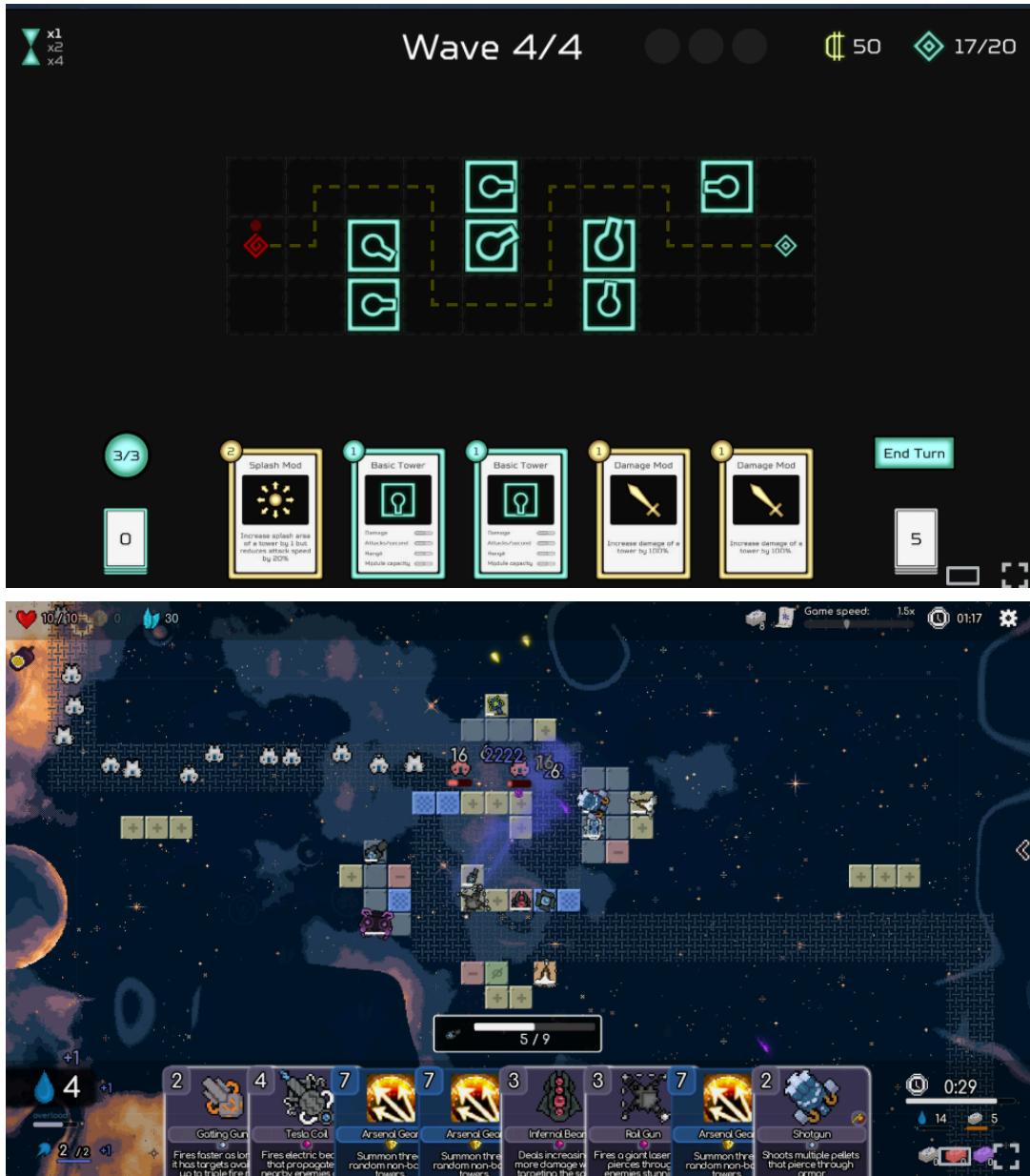
**Additional Gameplay Description:** A core mechanic of the game is the ability for the player to see how their placement of towers affects the enemy AI when it comes to their pathing. An example is that if a player places a tower that heavily affects the AI, then with a heat map, the player will see how placing that tower makes the enemies want to path towards said tower. So a large portion of this game will be players debating where to place their towers within an encounter in order to maximize their chance of survival. In addition to this, the ability for the map and the player's deck to change throughout a run allows for replayability and the development of a strategy unique to each run for how a player wants to go about each encounter.

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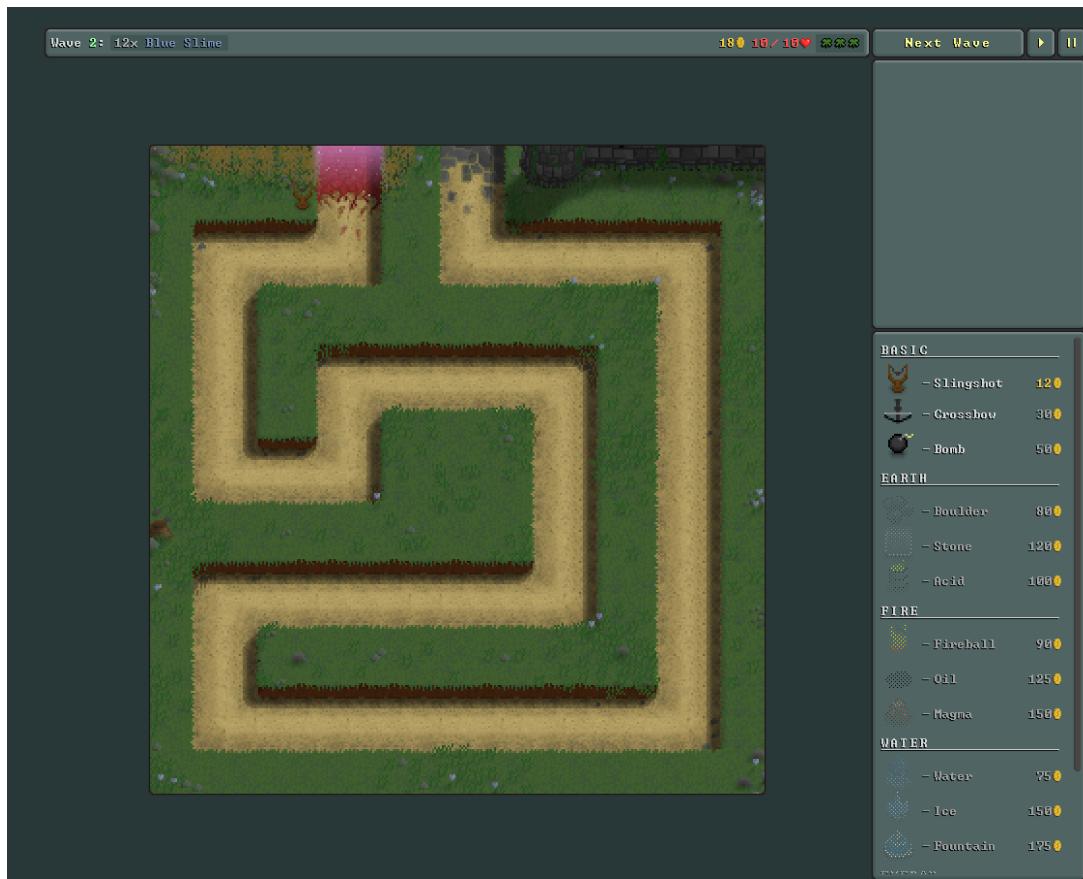
## Minimum Viable Product (MVP):

- Can't be Cut: Tower defense elements where the placement of towers and the enemy's pathing can be dynamic. Roguelike Elements that allow for the upgrade of the deck. A deck-building element for a player to evolve their strategy.
- Can be Cut: Expansive Upgrade trees or variability. Achievements, collectables, and persistent save unlocks. Save/Load Abilities. Accessibility Options for those who are color blind, and for additional control schemes such as controllers. A fleshed-out settings/main menu. A story mode. Good art.

## UI References:



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BASIC		
– Slingshot	120	
– Crossbow	300	
– Bomb	500	
EARTH		
– Boulder	800	
– Stone	1200	
– Acid	1000	
FIRE		
– Fireball	900	
– Oil	1250	
– Magma	1500	
WATER		
– Water	750	
– Ice	1500	
– Fountain	1750	