CM2020 Tower Defense GDD

🎮 **Name of the game: CM2020 Tower Defense**
👥 **Stakeholders:**

- Members: [@Jeremy Matthews](), Alex Chu, Dimitri Vlachos, Freda Xiaoyun Yu, Sharif Khan

Overview

◤ Project scope

- **Timeline:**

Story

Anyone want to create any sort of backstory for our game?

Gameplay

Describe how the game is played. Be specific and describe each feature in a structured way.

Maps

- Details: The game is able to load multiple maps (only 1 created for MVP)
- How it works: When the user launches the game, they can choose, or progress, through different map layouts. Each map will be a grid with a pre determined path that the enemies will take to their end goal. There will be empty squares where the user is able to place their defenses, and squares that have a blocking element in them, preventing the user from placing a defense.

Enemies

- Details: The game has a variety of enemies that follow a pre determined path through the map.
- How it works: The game will use a pre determined list of enemies that it will place along the path in the map. Each enemy will follow the path to it's final destination. If any enemy reaches this destination, then the player loses the game. Each enemy has a set amount of health. When the health reaches 0, the enemy dies.

Defenses

- Details: The game allows the player to place defenses on a map to be able to stop the advancing enemies.
- How it works: The user will be able to choose different defense towers and place them on the map. The user will have a HUD where they can purchase defenses using in game currency that they earn from killing enemies. The user can drag the defense from the HUD onto a square to place the defense. The tower will target the enemy that is within it's range that is the furthest along the maps path.

Currency

- Details: The player accumulates currency as they play
- How it works: The in game currency will be used to allow the player to purchase and upgrade defenses. This currency is not tracked outside of each game session. The user will start the map with a predetermined amount of currency and will gain some each time they kill an enemy.

Game elements

Describe your game world, including all the characters, location, object, and other elements in it.

👤 Defenses

- Basic Tower
  - This is the basic tower that will shoot at enemies dealing 1 damage every 5 seconds
- Advanced Tower
  - This is the advanced tower that will shoot at enemies dealing 2 damager every 4 seconds

🗺 Maps

- The trench
  - Basic map that has the enemy follow a path

📦 Enemies

- Basic Enemy
  - Basic enemy with 100 health and moves 1 tile every 10 seconds
- Fast Enemy
  - Fast enemy with 50 health that moves 1 tile every 3 seconds

Assets

Here is where you will include all of the assets needed as well as brief descriptions.

🎨 Art

- Map backgrounds
- Map path blocks
- Map blocking assets (non placeable squares)
- Front End assets (Main Menu)
- In Game HUD (Tower icons, currency)
- In Game Menus (Pause?)
- End Game Menu
- Tower Assets
- Enemy Assets

🔊 Sound

- Game Music
- Enemy SFX
- Tower SFX
- User Interface SFX