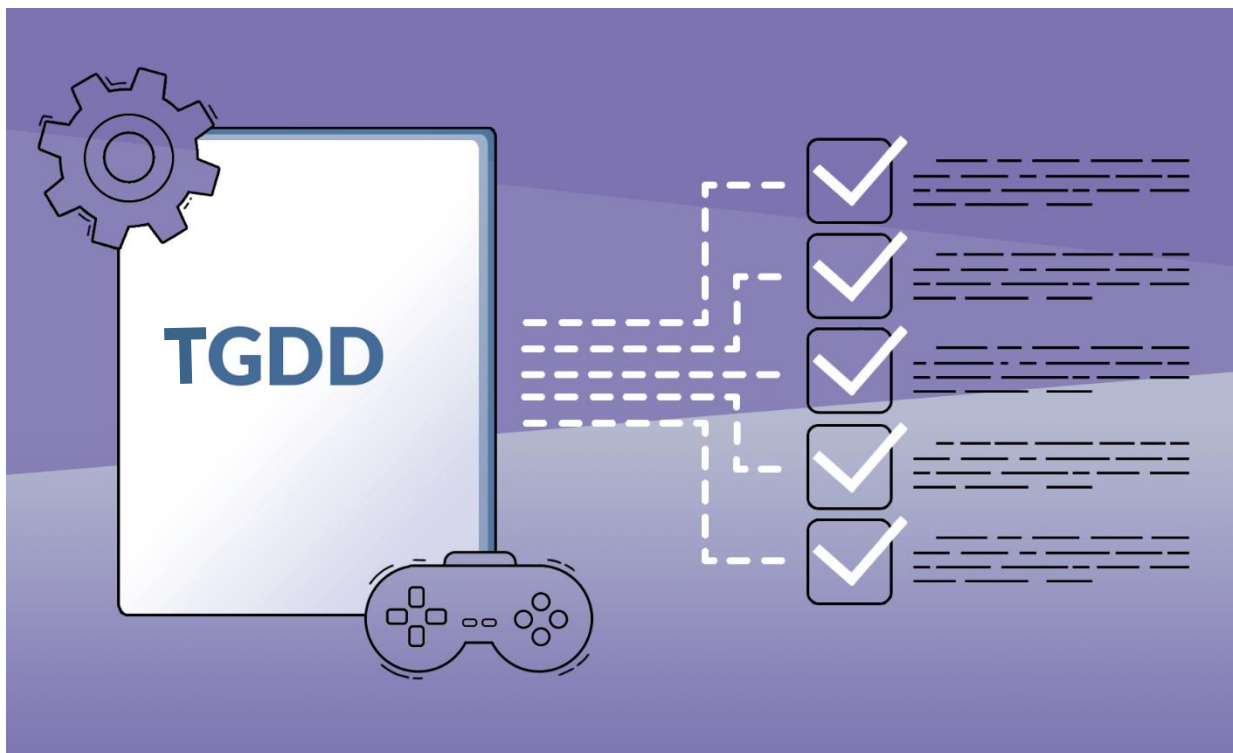


Sjabloon 1

TGDD (tiny gamedesign document)



Voor- en achternaam: Gido Verhoef

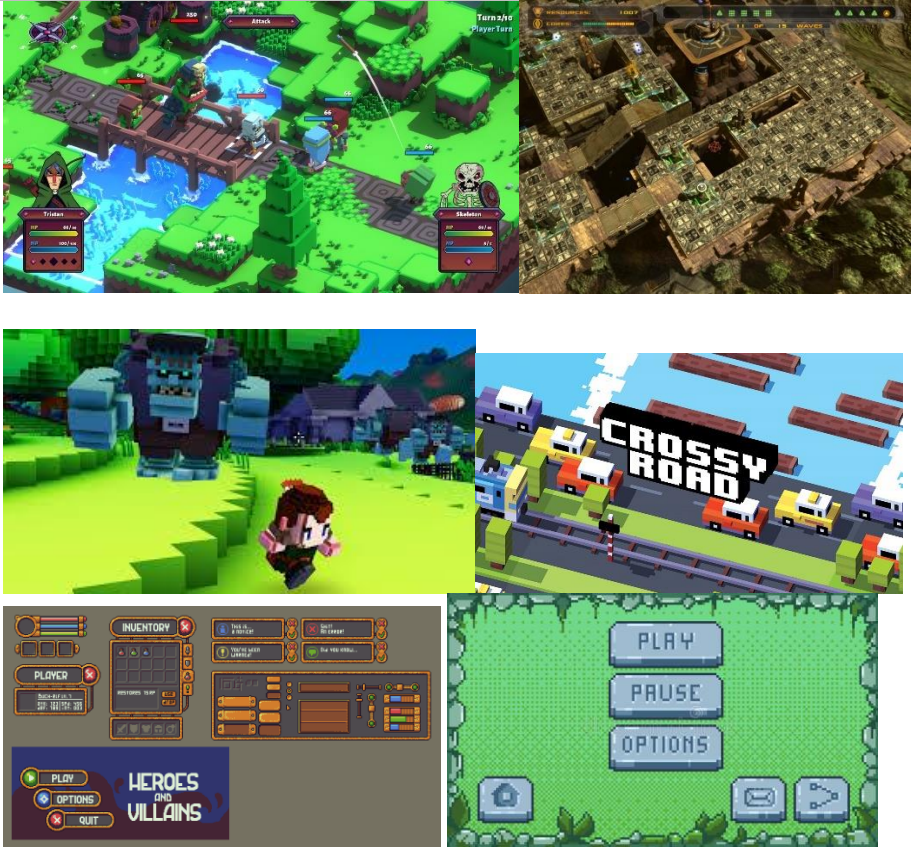
Leerling nummer: 033053419

Datum: 30 – 9 - 2024

Versie: 1

Overzicht

[Beschrijf in kort (dus zonder te veel detail duidelijk en concreet) het idee voor het spel.]

Titel/ Werktitel:	Tower defense game prototype
Thema:	It's a tower defense game with colorful voxel graphics,
Doelgroep:	ages 18 to 44 of all genders target to with our game.
Samenvatting:	tower defense where u have randomly generated levels, every level you get a set amount of money, levels are infinite using a seed based system. During buying and placing phase you can buy towers and place them, during the battle phase you can't do anything. If you die, you go back to wave 1 of that level
Doel van het spel:	Survive for as long as possible while spending the least amount of money and in as few attempts as possible.
Art Stijl:	
USP (Unique Selling Point):	infinite gameplay with random levels and challenging gameplay.

**Mechanics en
besturing:**

- Every level is 10 waves
- Waves start with a buying and placing phase, then you enter a battle phase
- If you lose you go back to wave 1 of that level
- If you win you go to the next wave
- There are different types of towers with different abilities, towers can be destroyed or debuffed, but only by units with those abilities
- Defeating enemies will award coins
- Different types of enemies which can move faster, have more health or debuff towers.
- Saving data every wave so you can drop and continue where you have left off
- The path of the units is shown