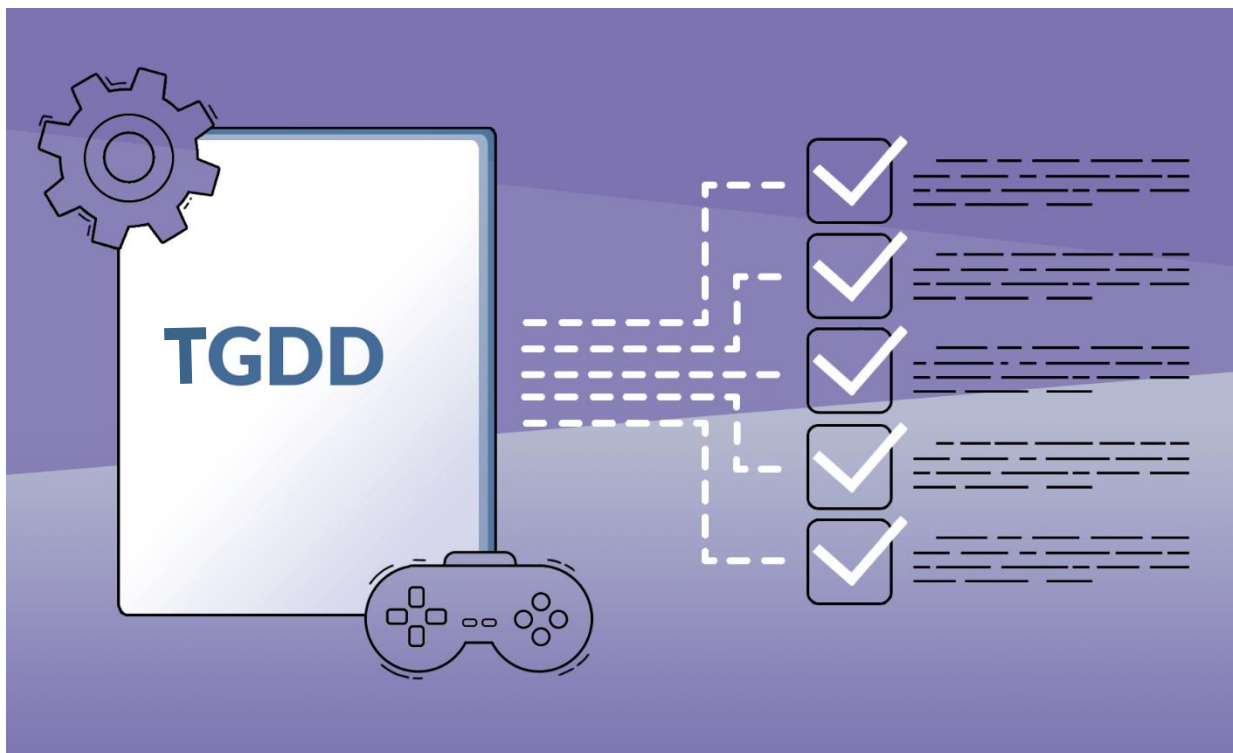


## Sjabloon 1

### 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.]

<b>Titel/ Werktitel:</b>	<b>Tower defense game prototype</b>
<b>Thema:</b>	<b>Micro-game, Data-visualization, Colorful, cubic, low poly</b>
<b>Doelgroep:</b>	<b>Target group is individuals between the ages of 18-44, targeting men, but with a style matching a more gender-neutral tone.</b>
<b>Samenvatting:</b>	<p>The game is a tower defense where you defend yourself with towers within randomly generated (seed-based) levels.</p> <p>Every new level your money gets reset to a set amount, but the amount of money you earn within that level increases for every level.</p> <p>During the buying and placing phase you can buy and place the towers to defend yourself with, and during the battle phase you can upgrade towers by pressing on them.</p>
<b>Doel van het spel:</b>	<b>Beat the level in the least amount of tries and using as little money as possible, all while trying to survive.</b>
<b>Art Stijl:</b>	<p>Level design, first two images are the style we are going for, the third image is how we want to structure our levels.</p>  <p>general UI design, might not be followed strictly</p> 
<b>USP (Unique Selling Point):</b>	<b>Infinite gameplay with random (seed-based) levels and challenging gameplay, all the while earning more and more money.</b>

**Mechanics en  
besturing:**

- Every level is 10 waves
- Waves start with a buying and placing phase, after that you enter the battle phase
- If you lose you go back to the first wave of this level.
- If you win you go to the next wave
- There are different types of towers with different abilities, towers can be destroyed but only by units with those abilities
- Defeating enemies will award coins (which scales by level)
- Different types of enemies which can move faster, have more health or debuff towers.
- Save data every wave so you can drop and continue where you have left off only losing progress made that wave.
- The path the units follow will be shown with a clear path.
- The map is randomly generated (seed-based)