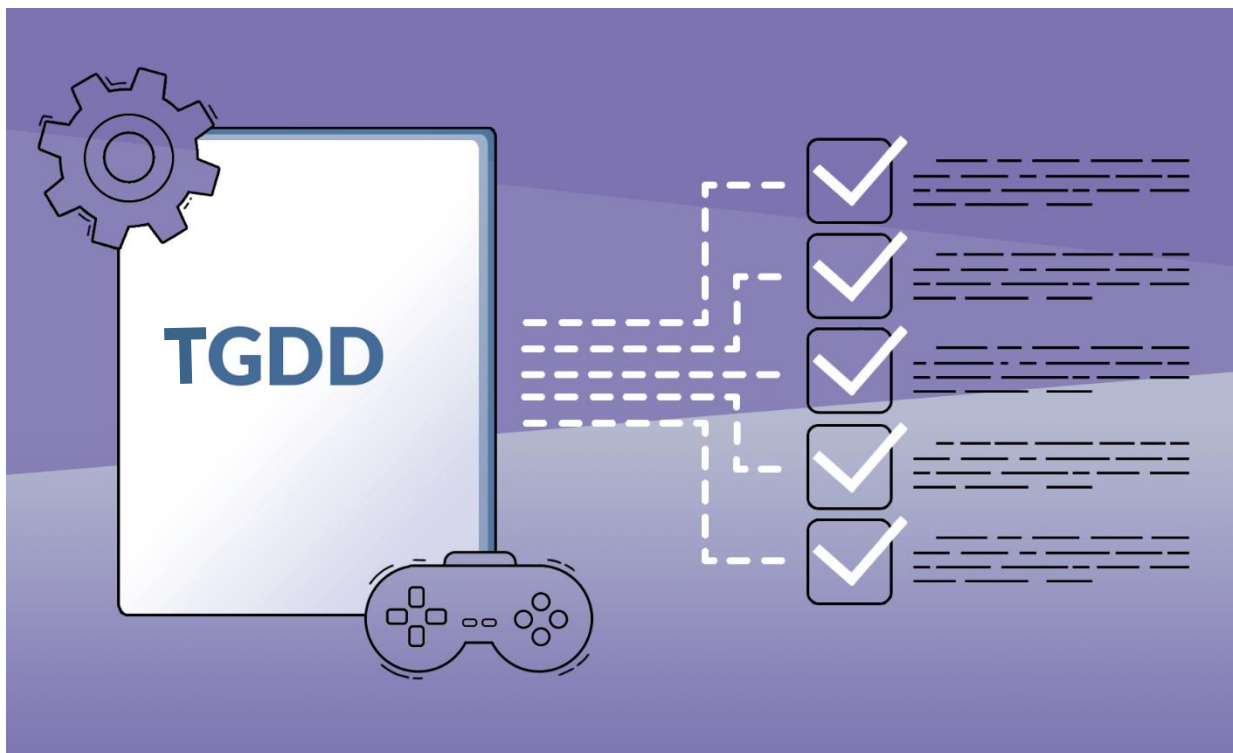roc van twente

Sjabloon 1

TGDD (tiny gamedesign document)
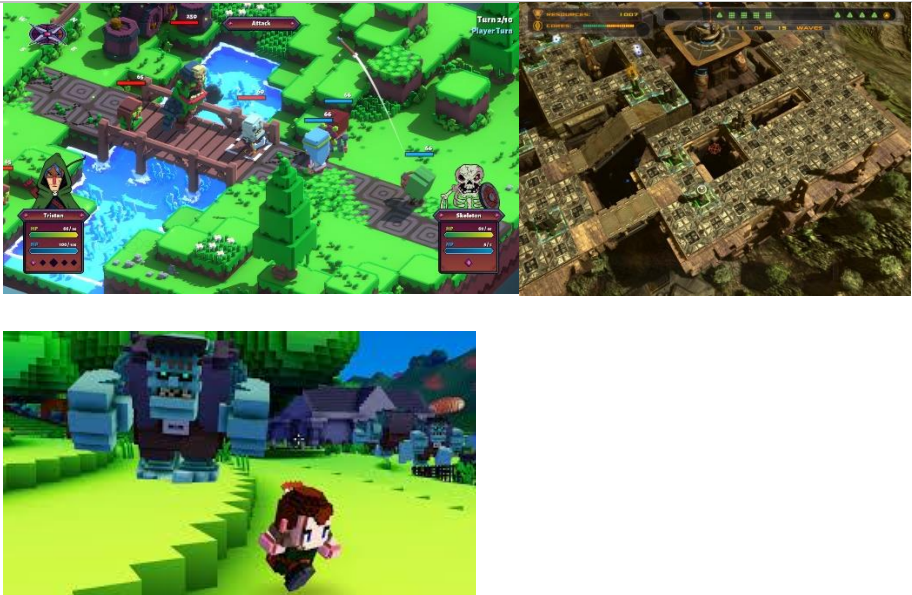

Voor- en achternaam: Gido Verhoef

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:	**Colorful, happy, cubic, low poly**
Doelgroep:	**N\A (mild cartoon violence) (ages 9+) (young adults difficulty)**
Samenvatting:	**Rouge-lite tower defense where u have randomly renerated levels, every new level your money gets reset to a set amount for that level, levels are infinite using a seed based system.** **During buy phase you can buy towers, during the placing phase you can place them and during the battle phase you cant do anything except move towers using money.**
Doel van het spel:	**Survive for as long as possible getting currency for future upgrades**
Art Stijl:	
USP (Unique Selling Point):	**infinite gameplay with random levels and challenging gameplay.** **Incremental progression**

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 keep all the money you have and will set you back to wave 1** **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** **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** **Random generated maps (seeded)**