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**Sjabloon 1**

TGDD (tiny gamedesign document)



**Overzicht**

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

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| **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** |