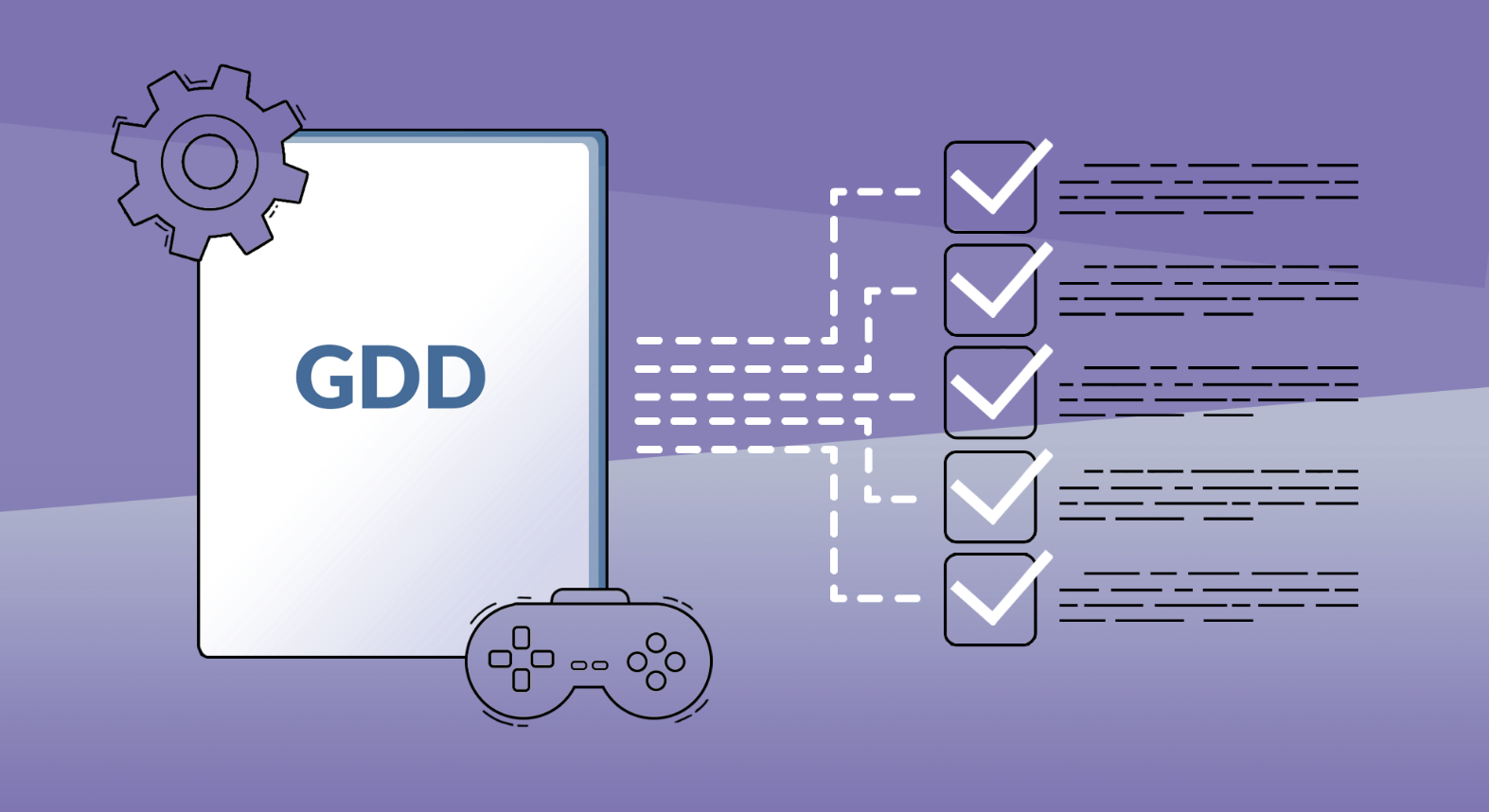
**Sjabloon 1**

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:** | **Micro-game, Data-visualization, Colorful, cubic, low poly** |
| **Doelgroep:** | **Target group is individuals between the ages of 18-44, targeting men, but with a style matching a more gender-neutral tone.** |
| **Samenvatting:** | **The game is a tower defense where you defend yourself with towers within randomly generated (seed-based) levels.**  **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.**  **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.** |
| **Doel van het spel:** | **Beat the level in the least amount of tries and using as little money as possible, all while trying to survive.** |
| **Art Stijl:** | The Cube World beta is underway, but you probably can't get in**Level design, first two images are the style we are going for, the third image is how we want to structure our levels.**    **general UI design, might not be followed strictly** |
| **USP (Unique Selling Point):** | **Infinite gameplay with random (seed-based) levels and challenging gameplay, all the while earning more and more money.** |
| **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)** |