## Sir, do you have a moment?

In a world of distractions and overstimulation, a mighty knight traverses a land on their holy mission of peace and comfort. Driving on a driving tower, armed with a ballista, the mighty knight has to fence off … annoying ads?
Experience a fun and fast arcade game, where your goal is to shoot down ads and stay on your mission (Whatever it's meant to be) and who knows? Maybe with time, you will become unstoppable with new gear.

Core gameplay

It's a simple arcade game, where the player is controlling a ballista at the bottom of the screen. By moving the cursor with the mouse, the ballista will slowly follow the cursor visualized by the thin line leading in the direction of the ballistas direction. The goal is to shoot down the appearing ads all over the screen, before they overwhelm you. The game is over, when there are too many ads on the screen, restarting the experience anew. There is no end to the game, instead the player may leave whenever to … well lose focus and start doing something else. Touche.

Think of it as a simple "shoot-down-the-duck"esk game with a simple but effective premise. The twist is, that (depending on the given time) the ballista get's new upgrades and at some point becomes much more advanced as the time period of the game might suggest.
The catch of the game shouldn't be the innovative gameplay by any means, but instead the visual appeal with nice animations and ironically a lot of overstimulation.
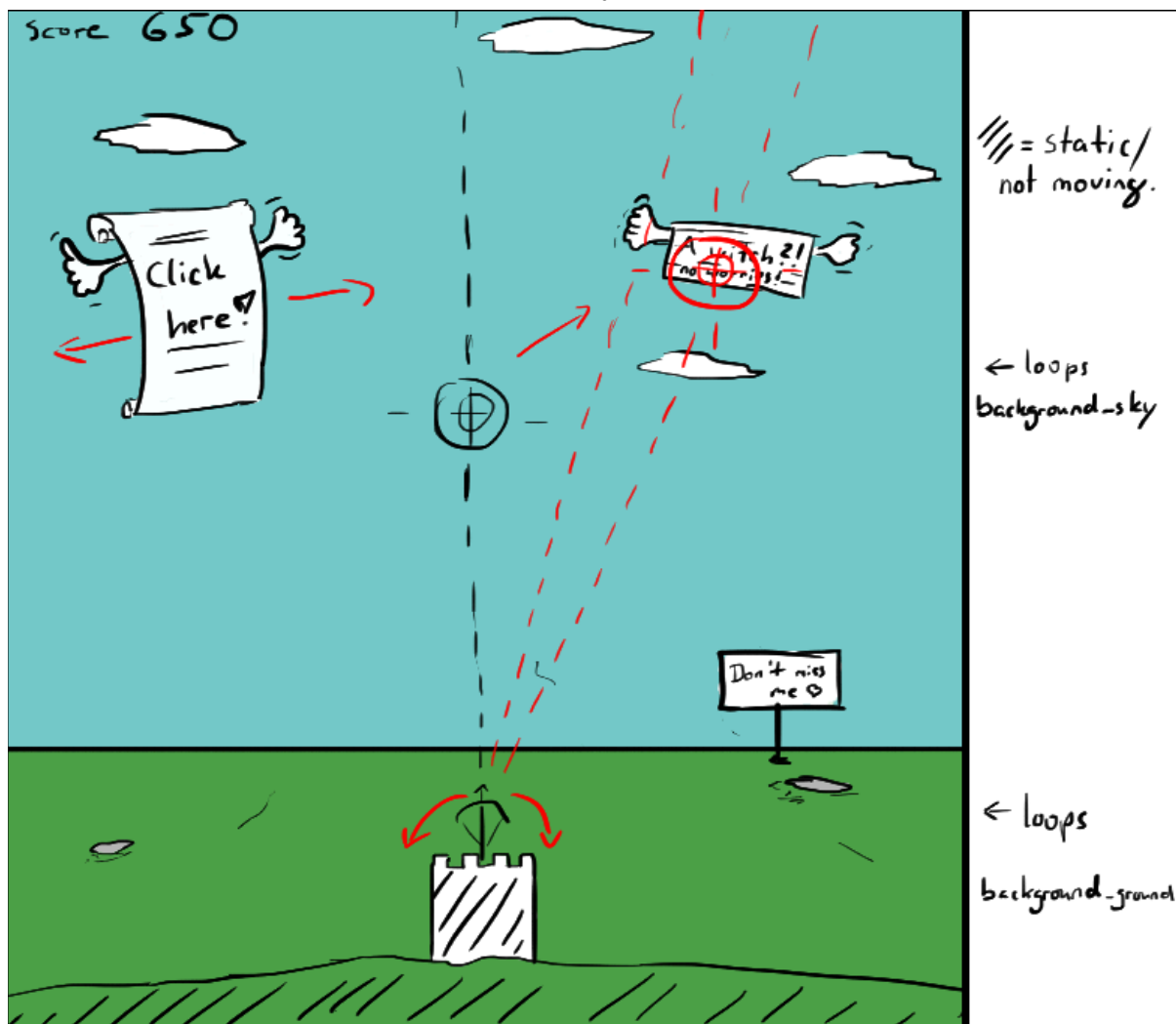
Ads

Periodically an ad will pop up and either hover on the top half of the screen (flying ad), or appear in the horizon and depending on the progress of the game slowly moving towards the turret and surpassing it. Depending on size and speed of the ad, the can give more or less score points. Ground ads are temporarily on the field, but valuable in form of score. In the following I will break down the types of ads the player will encounter. Keep in mind, the main difference of the ads is going to be the size and speed. Only rarely will they differ in some special appearance.

NOTE: Same as the upgrade system, I do NOT expect to get it all finished. If the game reaches a fraction of my desired idea, I am happy :)

Default ground ad: Usually in the form of a wooden sign, easy to hit and slow to approach. Usually spawning in the early game until the second phase and only on the **ground**. This ad has only 1 HP and is therefore killable from one hit. This tower gives **75 SP**.

Default flying ad: A simple **flying ad** with an annoying text just asking to be clicked on. It's static and only hovers mid air. With 1 HP it's easy to kill and is meant to farm Score points in the early game until the second phase. This tower gives **50 SP**.

Dodger ad: A **flying ad** with a similar size as the default flying ad, but with the ability to now move from side to side. It's not fast, but is there to educate the player on the future scope of the enemies. With only 1 HP, it's also easy to get rid of. This tower gives **100 SP**.

Skip ad: Although having 1 HP, this ad is immune to any damage until a 3 second timer expires. It spawns only on the ground and has the simple premise to keep the players' perception up. This tower gives **75 SP**.

Spamer: A smaller **flying ad**, being basically the mini boss of the early game, becoming common throughout the game. With 5 HP and slightly faster than the Dodger ad, this ad is no joke for the early game. Upon destroying this ad, the player receives **150 SP** and enters the second phase of the game, upgrading to a much faster form of turret.

Golden flyer: Same speed as the Dodger ad, this ad shines with it's size. Being the smallest of all ads and a **flying ad**, best visible through it's light golden appearance. The golden flyer has 2 HP and gives **125 SP**. Spawns after the second phase.

THE BANNER: A very annoying **flying ad**, that is the biggest size and therefore easy hit, but because of it's increased HP pool of whole 10 Hp, this tower may become a problem by blocking off other ads. Killing it gives the player **200 SP**. This ad spawns only after the third phase.

Score and Upgrades

Depending on the shot down target, the player will get a different amount of score points (SP), which are needed to upgrade your turret (ballista is being referred to as turret from now on). The upgrade happens organically in game, no action by the player is required.

NOTE:The upgrade system is heavily dependent on how much time we have. By default, first and foremost the game has to get finished.

Upgrade will be; **Tower rotation speed**, **projectile speed**, **tower reload speed** and **Damage**. Depending on the time we will be having left and the complexity of said upgrades, more can be implemented. For simplicity sake, the upgrade will occur after surpassing certain thresholds and certain time events. A random upgrade will be picked for the player. After reaching a certain point, the turret transforms with a simple animation into a more advanced Weapon of war and gets a sizable buff in mentioned stats. At this point, the game will become faster and progressively is going to be a game of reactions.

Back to phase 1. There are going to be 3 phases, of which the first one is the only "scripted" tutorial. The game really starts from the second phase on. After the tutorial, all enemy spawn becomes random and get's intense with time. So an exponential spawn rate will be required.

A timer will loop points of interest that appear on the horizon. On the contrary to the ground shields, when the point of interest surpasses the turret, the player gets a small stat upgrade, giving an additional boost and making the game more … addicting.