## 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.
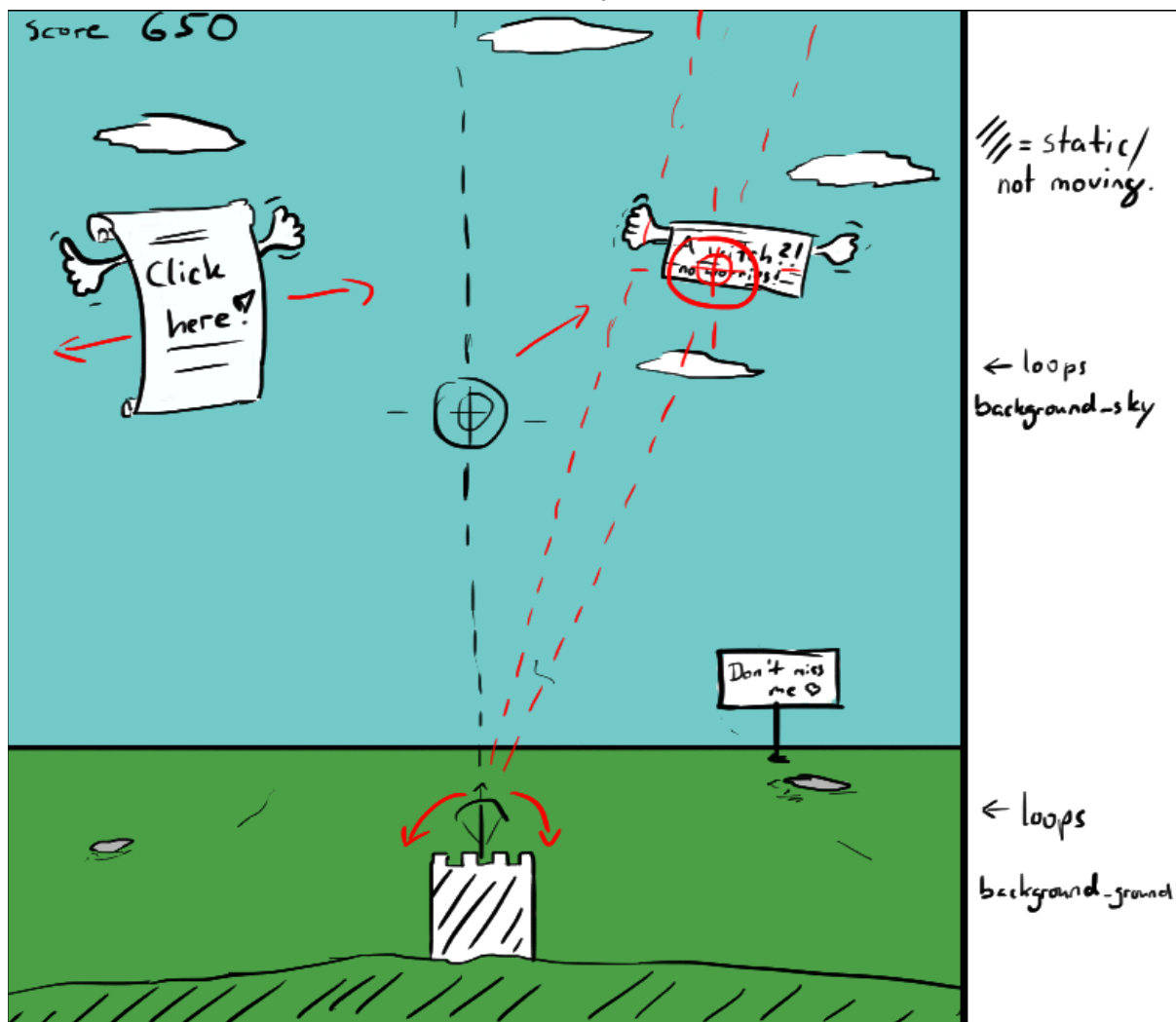
Win condition

There is no win condition.
But you can lose! As soon as there are 10 active ads at the same time, it's game over.

Ads

Periodically an ad will pop up and either hovering 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, they 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 stage 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 stage. 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 2 HP, it's also relatively easy to get rid of. This tower gives **100 SP**.

> IGNORE FOR NOW. **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 stage 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 4 HP and gives **125 SP**. Spawns after the second stage.

Good ol' classic ad: A directly better version of the default flyer ad only spawning at the very last stage. It rocks with 10 Hp and gives 100 SP per kill. This ad also does move and instead hovers in place with just a minor wobbling animation.

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 14 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 stage.

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.

Upgrades will be; **Tower rotation speed**, **projectile speed**, **tower reload speed** and **Damage**. Depending on the time 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.

Upgrades scaling (Unit/per upgrade):

Starting tower rotation speed is 1 (max.50) = Increase by 0,75
Starting projectile speed is 6 (max.30) = Increase by 0,4
Starting damage is 1 (max dmg 25), amplifier = 0,5
Reload speed = Depends on the animation and the tower.

Entering stage 2 upgrade:

Tower rotation speed by 7 levels (5,25)
Projectile speed by 7 levels (2,4)
Damage by 2 levels (1)
Reload speed ?
New ability allows the turret to shoot multiple shots without reloading

Entering stage 3 upgrade:

Tower rotation speed by 7 levels (5,25)
Projectile speed by 10 levels (4)
Damage by 4 levels (2)
Reload speed ?

More ammo can be used before needing to reload
New ability allows to (have an auto turret?)

As soon as a specific upgrade reaches it's maximum upgrade limit, it has to be taken out of the upgrade pool.

Stages

There are going to be 3 stages, of which the first one is the only "scripted" tutorial. After the tutorial, all enemy spawns become random and are getting more intense with time. So an (exponential) spawn rate will be required. Stage two will introduce the new canon tower, with a new "ammo" mechanic, as the canon doesn't need after every single shot, instead operates with a magazine. Also more advanced enemy types will be added showing the player different ad types with more hp. Entering stage3 upgrades the tower the last time to a much more powerful and futuristic version. I have yet to decide what the third turret does, but I tend to give some kind of automatisation in the form of a helping floating turret.

An animation plays, welcoming the player with "Stage 1" "Focus on the road" and fades away starting off the game. Stage 1 spawns 6 enemies in total. Starting off with a ground unit (75SP), followed almost immediately by 1 default flying ad (50SP). After a small break another default flying ad spawns followed by a Dodger (100SP) and after only a brief moment finishing with the last stage 1 enemy the spammer (150SP). With that the tutorial is over and from now on all the spawns are defined by chance.

Stage 2 begins with its respected announcement and an addition of "Gather allies!" hinting on the "checkpoint" system. Stage 2 has a pool of the following ads: **Default flying ad**, **Default ground ad**, **Dodger ad** and a **Golden flyer** with a chance of 20%, 10%, 20% and 50%, in order, to be spawned. The majority of enemy type will be the golden flyer for this stage and there will be no boss at the "end". I would start with a spawning period of 3 seconds. THIS MAY CHANGE AFTER PLAY TESTING!

By surpassing the score point of 2000, (TO BE PLAY TESTED) the player will enter the third stage. The board will be cleared and a title appears announcing the "Stage 3" with the subtitle "Just stay focused!". From now on the game should progress much faster and endlessly. Every 1000 points from now on, the player gets a level upgrade. Scaling until reaching the limit. The spawning period lowers down to 2 seconds with a chance of 65% of spawning two units. Stage 3 pool will be the following; **Dodger ad**, **Golden flyer**, **Default ground ad**, **Skip ad, Good ol' classic ad and the Banner** with a chance of 25%, 25%, 5%, 10%, 30% and 5%, in order, to be spawned, making Good ol' classic ad the most common on the last stage. After 5 minutes of progression, set the spawn timer to 1 second and by 5 more minutes half the minute.

Points of interest

Every two minutes a point of interest will spawn on the horizon. On the contrary to the ground enemy type, when the point of interest surpasses the turret (the player), a jingle sound is played and the player receives a small stat boost making the game more … addicting and giving a linear progression curve.