**Checkpoint 01 Unity Project by Gazoulex Inc.**

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Project Description:

Description of the gameplay: It's a tower defence game (subgenre of real-time strategy game) in the pirate era. The goal is simple defend your camp/boat from enemies coming in waves. You will be able to place troops and building to help defend your boat or camp depending on the levels. The player will be rewarded with in game currency after each kill the tougher the enemy, the bigger the reward. The currency can then be used to place and upgrade troops and building. Each time you discover a new isle you will go further in. You will start on the beach and make you way further in the isle. This will result in a change of environment even on the same isle. It also explains why initially you defend a boat and after you defend a small camp.

Main character: The game takes place when Christopher Colombus first discovered the Caribbean. The main character is a teenage boy who went explore the Caribbean. After having difficulty meeting end meet, he found a pirate group on a quest to find a treasure and joined it. After drawing attention from the local authorities, it began to be difficult to navigate without drawing attention. The Caribbean being mostly unexplored at the time, the little pirate group started exploring to find a mythical treasure. Soon they started realising that the creature they were encountering were something they never seen before.

Enemies: Greedy pirates, local authorities, tribesman, goblins, skeletons and maybe some other mythical creatures

Environment: Isles, beaches, palm trees, trees, rocks, sand, water, rivers, mountains, plains, grass, animals.

Plan: For our planning we decided to start by designing and then after all the designs are made, we’ll concentrate on the gameplay aspects of the game. By gameplay aspects we’re talking about enemies/troops behaviour, currency system, projectiles behaviour, and more. By the Checkpoint 02, we plan to finish designing all enemies and environment models. Having at least made a draft of the first 3 levels. We also plan to finish the storyline and in game menus like the main menu and the level selection menu.