

Aesthetic

The goal of this tower defense game to let the player have relaxed time, fun and enjoyment. Player will be deciding whether he wants to play for tension or relaxed time.

Tension:

Player will continuously has to be careful and make strategic choices to prevent enemies from invading its castle.

Triumph:

When player survive enough time either player wins or meets more difficult enemies. Its depending on game mode and what player wants to achieve. For example if its normal mode when players reaches certain amount of time he will win the game. If player decide to play hard mode he has to survive as much as possible that will be set as highest record in the Last record achievement.

Game Flow:

Game will have three different modes “Normal“, “Hard” and “Creative mode”. In normal mode player will need to certain amount of time to win the game. Hard mode player needs to survive as much as player can till play no more is able to survive. Creative mode is only to experience stuff learn and playing the game for fun not for challenging.

Empowerment:

Player need to build healthy economy and make the right decisions to get stronger and beat the enemies up. Sometimes killing enemy fast is bad decision sometimes its needed to earn golds for example.

OutCome

Crietief Mode Optionally

When player decied to play “creative mode” than player will no longer need to be worried about his castle being invaded.
He will have acces to some machincs to get exprince and become better at game and have realx feeling no need to be worried. Player can decied when game will end there is no lose option here.

Win Condaition

Depending on choice of the player. If player choose to play “Normal mode” Than he have to reach certain time to win. If play has not reach the time will need to try again.

Achievement

If player choose to “challenging” than player most survive as much as he can. player will have to be statigic and smart to corss the bar. The more player survive the greater accomplished is. If play has not reach the time will need to try again.

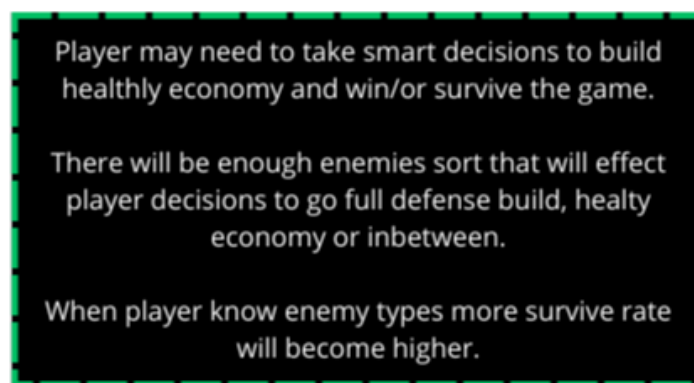
Mechanics and Dynamics (Rules, objectives, systems and Behavior)

Controller:

Player will be able to place buildings to get resources and build defense. Which is controlled by the mouse. So the mouse is the main controller for the player and it will do every single job.

Enemies

Objectives



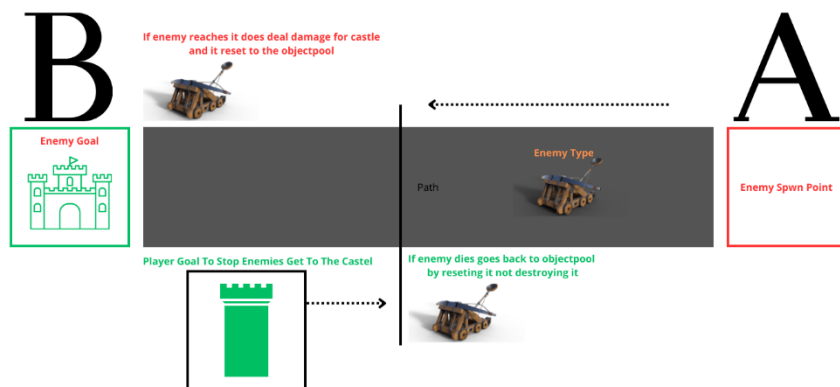
Enemies will be spawning from point A and they will be going to the player castle which is the point B end destination.

1. Enemy type one will be slowest and weakest but over time it will be stronger and faster.
2. Enemy type two will be fast enemy and has a lot of health which silty harder to kill.
3. Enemy type three will be invisible and it needs a special tower to discover it and kill.

Also adding more enemies type during the development time but for now those are the main three enemies and they will be more types up to ten enemies max depending on time of the project.

Attacks:

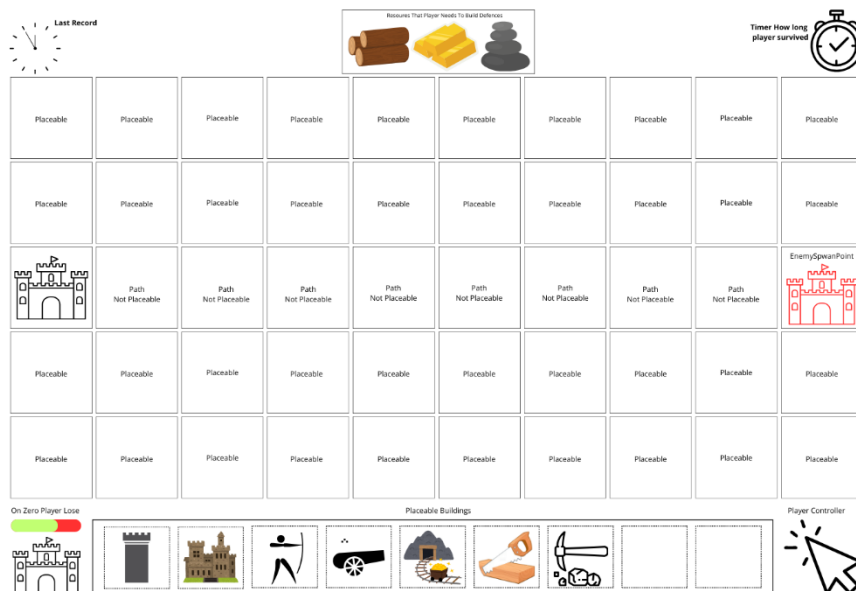
- The player attacks will be by placing defense as tower each tower has its own abilities and meant to be stopping enemies, and each tower can stop one enemy type or two.
- If enemies manage to get to the castle, the castle will take damage when castle takes enough damage player will lose the game.



Time:

There will be two types of timers which is one of winning the game and one to keep records from previous time. For example if you survived 10 minutes and next time 15 min the record time will be updated to 15. Other timer will keep track of if player reaches certain amount of time and player will win the game. That is depending on Game mode.

Optionally: If there is enough time to add LeaderBoard than leaderboard will be add.



Rules

- Player can only place defenses on placable areas and player can not block enemies path.
- Player must have required resources to build towers, mines and upgrades.
- Player cannot choose the amount of gold in beginning of the game it will always be random to give dynamic feeling to the game.

Conclusion

The goal of this tower defense game is really to give the player good quality time. Deciding whether player wants to play for hard or easy mode its player call. During development of this game testing will be essential to reach the best quality time and great Game Feeling for player.