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| A picture of a winding road and trees  Game development  Tower defense game | Abstract  This document holds the planning and content of our game development journey. It will consist of all the planning and objects used to make this game.  Group6: Team DillyDally  Gustas, Joshua, Micha |

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# Game design:

Game Name: DillyDally Defense

Game Genre: 2D Tower Defense

Game Story:

# Tower assets:

## Dog:

The non-upgraded Dog assets attacks “paper Homework” by attempting to eat it. After the first upgrade its saliva will cause a slow effect on the homework giving you more time to attack the homework. After the second upgrade the speed of the attack will be increased. So, the dog will be able to attack faster, and the slow will have more effect.

## Flame Thrower:

The flame Thrower will deal damage over time, this means that the flamethrower will set homework on fire and slowly burn it. The non-upgraded version of the flame thrower will only deal damage to paper homework and will have a lower burning duration and damage.  
After the first upgrade the flame of the flamethrower will become hotter and will deal more damage. It will also burn longer. The second upgrade to the flamethrower will make it be able to burn the digital homework. The damage will also be increased, and the burn duration will be even longer.

## Hacker:

The hacker only be able to deal damage to digital homework and assignments. The fist stage of the Hacker sends ransomware to encrypt a digital document. After the first upgrade the hacker will be able to launch a firewall, this slows digital homework and deals damage over time. The second and last upgrade gives the player an option to launch a hacking attack to the teacher. This stops the teacher from sending digital homework for a certain amount of time (ADD TIME).

## Micha:

Both

## Gustas:

Paper

## Joshua:

Digital

# Enemy Assets:

## Physical Homework:

The paper homework will consist of multiple pages, with a maximum of 10 pages. each page has 10 hit points the maximum will be a 100 hit points total. This homework will move at a consistent speed and can be slowed by the dog. It can’t be damaged by the hacker asset. You will receive 1 coin per destroyed page.

The book enemy is slower than the page homework, but it has more hit points. This can go up to a maximum of 250hp. If the book gets destroyed it will release a maximum of 5 sets of pages with a maximum value of 5 single pages.

## Digital Homework:

This homework is presented as a folder or as a word document. This will depend on the stage of the game. If you encounter a folder, it will only be able to receive damage by certain towers (INSERT TOWERS).

These folders will be destroyed release the word documents inside this can be up to 3-word documents at a time. The hit point of the word document is determined by the size of the document this can be up to 25Kb. (ADD COIN STUFF)

The folders can also contain PDF documents, these are faster than word documents, but it has less health.

## Assignment:

The assignment is a Boss type enemy, it can contain every other enemy unit in the game. The fist stage of the assignment has a maximum of 500hp. After its health gets depleted, it will split up into different types of digital or physical homework.