Tofu Tower Defence Design Document

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# Terms & Definitions

Table 1 - TTD Terms & Definitions

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| Term | Definition |
| TTD | Tofu Tower Defence. |
| Tofu | Our[[1]](#footnote-1) cat. |
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# Gameplay

TTD (Tofu Tower Defence) is a tower defence game where the player must defend their headquarters against waves of enemy hordes. TTD distinguishes itself from other tower defence games through the following gameplay mechanics:

* The open battlefield allows enemies to roam wherever the please. The results of this are:
  + Enemies can chart multiple paths to the player’s headquarters. Player’s must take advantage of the map’s layout to maximize the area covered by their defences. Otherwise, enemies will be able to sneak through gaps in the player’s defences.
  + Enemies can directly attack defensive towers. As a result, the player must not solely be aware of defending their headquarters and must be able to reinforce and repair their defences.
* A round will end when one of the following conditions are met: i. all enemies are defeated, or ii. the round’s maximum duration has been reached. To avoid a player trying to keep an enemy alive to wait out a cooldown period, once a round is complete, all cooldowns will be reduced by the amount of time remaining in the round. This discourages a behaviour which would dramatically slow the pace of the game by ensuring the player always gets to desired reward.

1. Joshua and Sophia. [↑](#footnote-ref-1)