**COMP 476 Team Project Proposal**

|  |  |
| --- | --- |
| **Title Of Project** | Towerborn |
| **Tag Line** | Tower Defense |
| **Names Of Team Members** | Jacques-Philippe Amiot 40003569  Ayush Kharade 40042388  Samer Yazbeck 40049573  Christian Plourde 26572499  Valentin Perrot 27321775 |
| **Genre** | Tower Defense (3rd Person) |
| **Platform** | PC |
| **Setting** | Fantasy |
| **Plays Like** | Sanctum meets Orcs Must Die 2 |
| **Summary** | Player Character builds a maze with towers and walls to protect home base and try to constrain the movement of enemies. The player then fights through waves of enemies with different behaviours as those NPCs try to make it to the player’s home base. |
| **Mechanics** | Building, Fighting, Random Rewards |
| **Related Games** | Sanctum, Orcs Must Die 2, Dungeon Defenders, Remnant From the Ashes |
| **Movement AI and/or Path-Finding to be used by NPCs** | A\* pathfinding on a 2D grid |
| **Decision-Making to be used by NPCs** | Decision Tree |
| **Group AI to be used by NPCs** | Fixed Formation Movement, Flocking |
| **Realistic Collision Resolution to be used** | Collision Avoidance for walls and other enemies |
| **External Packages/Resources to be used** | External Assets / Blender / Maya |
| **Planned Advanced features** | Coop (time permitting) |