Tower Defense Game – Medieval/Fantasy Styled

Score based on how many rounds survived and how far the player’s civilization advanced.

**AT START:**

What does the player get to do to set up?

* Resources, can choose what to build (1500x Stone, 1000x Wood, etc)
* Buildings, can choose where to put them (1x Quarry, 1x Sawmill)

**IN PLAY:**

Central Building:

The player loses if this is destroyed.

Waves:

Start: Enemies start spawning. The wave ends when all enemies are dead, or goes to game over if the player is defeated.

Enemy spawning:

* Every 5 levels spawn Small Boss, every 20 spawn Large Boss
  + Level 5: Small Boss
  + Level 10: Small Boss
  + Level 15: Small Boss
  + Level 20: Large Boss
    - Continue…

Available resources:

* Stone
* Wood
* Ore
* Steel

The player can sell resources?

Buildings (Is built across waves):

* Resource Production Facilities (Stone, Wood, Metal, etc)
* Quarry (Stone)
* Sawmill (Wood)
* Mine (Ore)
* Forge (Wood + Ore -> Steel)
  + every 1 wood + 3 ore = 3 steel
  + Max Steel produced per wave: 30???

TYPES OF ENEMIES

* Archer (Ranged)
* Swordsman (Average unit)
* Brute (Slow, High HP, Less than average damage) – Maybe a Small Boss?

ENEMY AI

* Enemies will take the least dangerous path possible, or the one that will reap the most benefits?
* How will ranged units work? Will we have ranged units?
* Enemies prioritize, respectively:
  + The building in range with the least HP?
  + Towers
  + Resource buildings
  + Town Hall
    - If walls are in the way, walls will be targeted first