

Project URL: https://github.com/JiaanZhang/Tower_defense_game
Genre: Tower Defense Game

Game Setting world:

The game background is under a modern military style. The terrain model, tower model and enemy model must have the sense of technology.

Creative and expressive play:

I plan to create an item system which will make player feel more interactive during the gaming. I will make each enemy has their own attribute and more tower choices, and different tower has specific effect against these attributes.

Character Design

Tower: Each tower has different outlook, which also specify the characteristic of the tower.

Enemy: Same as Tower, different outlook stands for different attribute. For example, plane model, will gain more speed, tank model will gain more health.

Narrative structure:

I do not have a story line so far. If there is a story I will think about the resource fight happened in the future

Interface design:

Main Page: It will be the first page.

Menu Page: Setting page which has a link in first page.

Pause Page: After press Pause key or click Pause button the game.

Game over Page: I have done this Interface design.

Gameplay:

For now, this game only has one level, so I design it as an infinite game, the player need to survived as many wave as they can, the game balance is not perfect, since there will be a lot of thing need to be changed.

It is just like other classic Tower Defence game, at first you need to build the tower to defence the base.

Core mechanics

The core mechanics about this game will be bullet seeking. There is not too much physic get involved in this game so far.

Bonus:

I am done some particle effect and animation on bullet hit.

I use animation on the Game over interface page.

I put wave counter and live counter on the model which looks more interesting.

I insert a background music in the game.

Asset URL: <http://devassets.com/assets/tower-defense-assets/>

Unity assets store: Unity Tower Defense Template