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Game genre: (strategy game) Tower Defence

Prefab:

1. Terrain
- Different terrain for each game level
- Enemy route depends on the different terrain
- Apply terrain decoration depends on the theme
- The base will at the end of the terrain

2. Tower
- Tower type (fire tower, iced tower, bomb tower, etc.)
- Tower can be build and upgrade by gold
- Each upgrade will increase the main stat of that tower type
- Each type of the tower has different statistic like attack speed, attack range, attack ability

3. Enemy
- Enemy has own attribute which can be its weakness and advantage depends on the tower combat with (example: one type of enemy will receive double damage on fire tower but half damage on iced tower)
- Defeating the enemy will bring the gold
- The higher wave number accompany the stronger enemy
- Enemy will decrease the base health once it came into it

4. Internal Gold System
- Gold is used to build and upgrade the tower
- Gold is gained by defeating the enemy and clear wave bonus
- At the beginning of the game, player will have the gold to purchase the first tower.

5. Game logic
- The base health is the key to evaluate the gameplay
- If the base health come to zero, the game is over.
- If the player clear the last wave of enemy, the player will receive an evaluation depend on the base health.

6.Item System (optional)
- Items are (trap, route status change and so on)
- The purpose of item is to let user did something differently except building the tower or waiting the

Atmosphere & background:

I want to set the play board at a jungle, the main group of people are Mercenary. Their base is set in a jungle; they will encounter the animal and other Hostile forces. The main atmosphere is military style. The game events are all happens at the day time.

Challenges:

The greatest challenge for this game is playability. How did my tower defense game differ than others? This is the key question I've think whole time. I plan to add more interesting element to the game while I am developing. Like the item system maybe some great texture.