# High Concept Document

Titel:

Features:

* Our game is a tower defence game. The purpose of the game is defending you castle from mythical creatures who are attacking it. These enemies attack your base through four different roads and from every enemy you get some gold to buy new towers and upgrade them.
* The player is a wizard who builds towers and attacks enemies with different kinds of magic. The wizard sits in the castle at the middle of the map.
* The game take place in a fantasy-like middle ages. Your base is a castle which enemies are trying to destroy.
* There are different kinds of towers which you can defend your castle with, like archers, canons and catapults. They all have different stats and costs.

Motivation:

We use different kinds of animations to make the game a lot more fun to play for our target audience. Our theme also fits the target audience in a way that will make them like the game more.

Genre:

Tower defence with a twist: you can attack yourself instead of only the turrets, which makes the game a little more challenging.

Target Audience:

As target audience we have children around 12 years old who like to play games that are a little more challenging.

We are going to make the game a little unrealistic so it fits the target audience and to make it fun to play we will keep the controls simple. The game is light so it will not take that much performance, which will allow them to play the game on any computer.

So in short the game will have simple controls but challenging gameplay to make it a little interesting.