

Game Design Document

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Concept

Game Summary

This game is set in the near future, where earth has been taken over by an alien race known as The Sucklers. The only place on earth that hasn't fell, is a region known as 'The Upper-Cliff Valley'. This is earths last human stronghold and if this falls, humanity will be lost forever!

Your job is to build up an army of fighters and workers to defend the headquarters and wipe out The Sucklers by destroying their bases that they have scattered around the map.

The longer you take to destroy their bases, the more reinforcements they will call to aid them in the fight to conquer The Upper-Cliff Valley!

Unique Selling Points

- Strategic gameplay
- Resource management
- Create your own custom levels!
- Immersive sounds

Gameplay

Overview

Games can last from anywhere between 5-10 minutes. The longer the game goes on, the harder it will be for the player to beat the game.

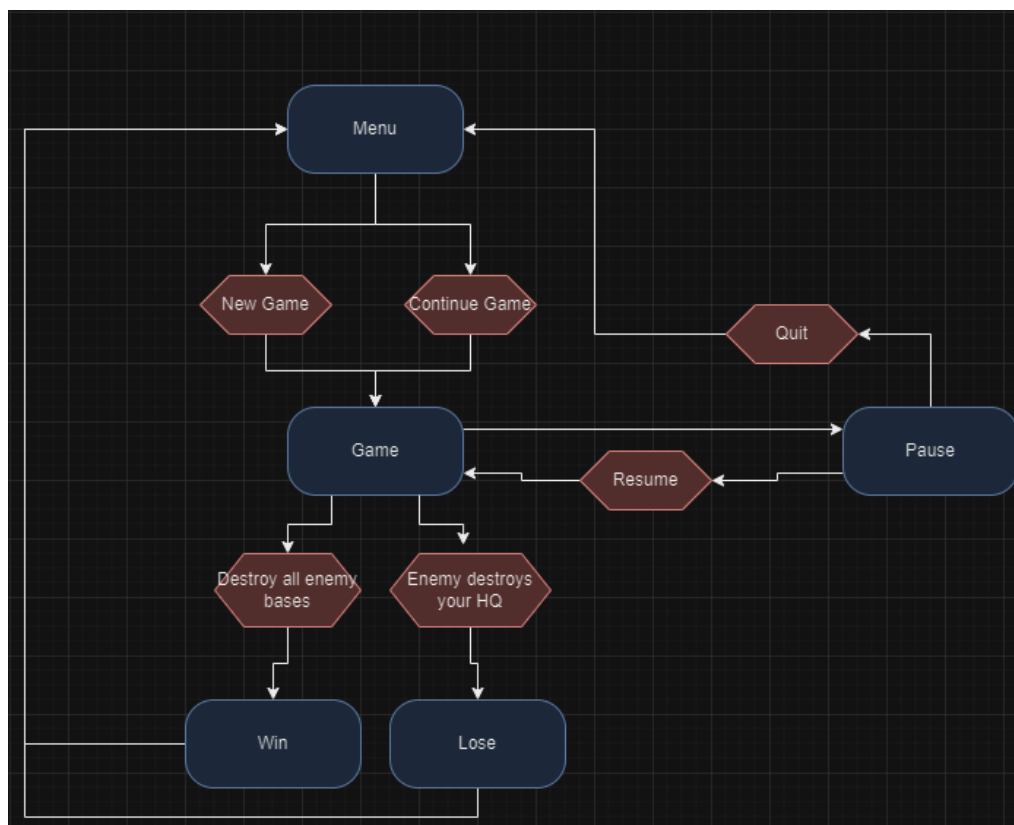
When you start the game, you have one worker and a headquarters building. You can use the headquarters to create other units and buildings.

You have to create units to defeat the enemies, collect items by picking them up from enemies or by using workers to collect resources from buildings

You need to find enemy bases around the map. Each base has an item that's needed to unlock it. Once you have the item required, unlock it and then destroy the building

When all the buildings are destroyed you win! But if the enemies destroy your headquarters first, you lose!

Game Loop



Mechanics

Movement

Player

Players can move their units by clicking on them and selecting them. They can also click and drag the mouse to select multiple units at a time. Once a unit or units are selected, then click

again and they will move to the position you clicked. They use A* pathfinding to navigate around the map so they will avoid obstacles that get in their way.

If the player has selected multiple units and presses the Q key, the units will move into a formation. If the leader is selected while in a formation, the units in the formation will follow him

Enemy

Enemies also use A* pathfinding to move. They look for three things before they move. Player buildings, Player units and Enemies they can merge with. If any of these are within their radius, they will move in that direction.

Creating units and buildings

To create units and buildings you need to select the Headquarters building. This gives you a choice of either units or buildings.

Buildings

There are three different types of buildings to choose from. A mine, an oil extractor, and a uranium extractor. These are used to gather resources of their respective type. Buildings are free to build but can only be placed on certain tiles.

Units

There are two types of units. Workers and Fighters. There are three workers to choose from. Miner, Oil Man and Uranium Man. These work at their respective building. There are three fighters to choose from. A warrior, an archer and a healer. Units cost gold to build but the first purchases are free. This price increases by one for every unit of that type you have purchases already.

Combat

Units

Units will attack the enemy if it is within a certain radius AND if the unit isn't moving. Each unit has a different attack. The warrior shoots a flaming sword at the enemy which goes in a straight line. The archer shoots a homing blast that locks on to the enemy and the healer will heal all units around him to full health but only if an enemy is within its radius. The healer has a wider radius compared to the other two fighters

Units also attack enemy bases once they are unlocked and are within their radius

Enemies

Enemies will attack player units and player buildings if they are within their radius. Even if they are walking, they will stop and start to attack. This is what gives enemies a better chance against units. They have two attacks. One is a shield that spins around them and stops them from taking damage from a projectile. The other is a spit attack that shoots at the units in a straight line.

Gathering Resources

As said up above, there are three Buildings you can create. Each one allows you to generate resources if the correct worker is assigned to it. You can assign up to nine workers to a single building. Each worker assigned, speeds up how long it takes to generate resources as well increases the amount of resources you get.

Another way to get resources is by killing enemies. When an enemy dies, they drop items on the ground which can be picked up and added to your inventory

Enemies

Merging

Enemies have a special merging mechanic. This allows them to merge together to create a stronger enemy who has more health and deals more damage. When two enemies of different types are close to each other, they begin to merge.

Spawning

A few enemies spawn in the game at the start but overtime, spaceships spawn in. These spaceships have different tiers. Each tier drops a different amount of eggs as they fly overhead. After 90 seconds, another wave of spaceships spawn. Every wave the amount of spaceships increase, so it starts with 1, then 2 etc...so the longer the game goes on, the more enemies will spawn which will make the game significantly harder.

The Game World

Overview

The game world is 25x25 tiles. Each tile is 100x100.

The map is mainly covered in fog and the map is surrounded by clouds. The fog becomes clear once a unit or building is within a certain radius of it

The world is made up of grass, paths, and obstacles. Grass tiles are able to be walked on, paths allow units to move twice as fast when they walk on them and obstacle tiles can't be walked through no matter what.

There are three default levels but you can edit these or create custom levels in the level editor which let you place tiles anywhere you would like.

The world consists of a Headquarters that allows the player to create units and buildings. It also has four enemy bases spread out around the map that need to be destroyed.

Progression

You start with one a single worker. You need to use him to generate gold. You can use the headquarters to create units and buildings. Start building up an army to prepare yourself for The Sucklers that will be attacking!

Story

Prologue: The Rise of The Sucklers

In the not-too-distant future, Earth faced an unprecedented threat from beyond the stars. The alien race known as The Sucklers descended upon the planet with ruthless efficiency,

decimating humanity's defences and conquering entire continents within days. Their technology was beyond anything Earth had ever seen, and their relentless onslaught seemed unstoppable.

City after city fell to the overwhelming power of The Sucklers, leaving humanity on the brink of extinction. But amidst the chaos and despair, a glimmer of hope remained, 'The Upper-Cliff Valley', a remote region untouched by the invaders' grasp. Here, humanity's last stand began.

Chapter 1: The Last Bastion

The Upper-Cliff Valley, was nestled amidst towering mountains and dense forests, became the final refuge for humanity. Protected by natural barriers, low flying clouds and strategic fortifications, it stood defiant against the waves of aliens. Within its borders, the remnants of Earth's military and civilian population gathered, determined to fight to the last breath.

As the leader of this desperate resistance, you emerge from the chaos to rally the survivors and forge a path forward. With the fate of humanity hanging in the balance, you set out to reclaim Earth from The Sucklers' grasp, starting with the defence of the headquarters in the heart of the valley.

Chapter 2: Building the Resistance

With the headquarters secured, attention turns to bolstering the defences and gathering the forces needed to push back The Sucklers' advance. Scavenging resources from the surrounding landscape, you begin constructing mines, oil extractors, and uranium extractors to support your growing army.

Every decision is critical as you allocate resources and manpower to different tasks, balancing the need for defence with the imperative to launch counterattacks against the alien invaders. Meanwhile, the whispers of a ferocious new breed of Suckler were spread within the ranks like a wildfire, this cast doubt and fear among the survivors, the regular sucklers were bad enough but a new breed that was even stronger could be crippling.

Chapter 3: The Battle for Survival

As the resistance grows in strength, so too does the intensity of the conflict. Waves of Suckler forces crash against the defences, testing the resolve of every soldier and civilian alike. Each skirmish brings new challenges and sacrifices, but also moments of heroism and triumph against overwhelming odds.

But the true test lies beyond the valley's borders, where The Sucklers have established fortified bases to launch their assaults. With every base destroyed, the resistance gains ground, but time is running out. The longer The Sucklers hold their positions, the more reinforcements they summon, threatening to overwhelm the defenders and seal humanity's fate.

Chapter 4: The Final Stand

As the battle reaches its end, the fate of humanity hangs in the balance. With the headquarters besieged and the valley overrun, you lead a daring assault on the last remaining Suckler stronghold. Amidst the chaos and carnage, alliances are tested, sacrifices are made, and the true cost of victory becomes clear.

In a final, desperate gambit, you confront the Suckler's leader in a showdown for the fate of Earth. It's a battle of wills and determination, with the future of humanity hanging in the balance. Victory seems impossible, but in the face of overwhelming odds, hope prevails.

Epilogue: Rebirth

As the dust settles and the echoes of battle fade, a new dawn rises over the Upper-Cliff Valley. The Sucklers are defeated, their grip on Earth shattered, and humanity's resilience and determination have triumphed against all odds. But the scars of war run deep, and the road to recovery will be long and arduous.

Yet amidst the ruins, there is hope. A chance for humanity to rebuild, to forge a new future from the ashes of the old. The Upper-Cliff Valley stands as a testament to the indomitable spirit of mankind, a beacon of hope in a world reborn.

Characters

There are lots of different characters in my game. The player can choose from Workers and Fighters.

Workers

Miner



This is the Miner. You start the game with one of these and is used to collect gold if it's assigned to the mine building

Oil Man



This is the Oil Man. He is used to collect oil if he is assigned to the oil extractor building.

Hazmat Man



This is the Hazmat Man. He is used to collect uranium if he is assigned to the uranium extractor building.

Fighters

Warrior



This is the warrior, he shoots a flaming sword that goes in a straight line towards the enemy

Archer/Mage



This is the archer/mage, he shoots a homing blast of energy that follows the enemy.

Healer



This is the healer, he heals everyone within his heal radius to full health while healing himself by 2 HP.

Enemies

Normal Sucklers



Here are the two normal sucklers. If two of these get within a certain distance of each other they merge together to form a Big Suckler

Big/ Merged Suckler



This is the Big Suckler when it has been merged. It has more health and does more damage than the normal suckler.

Dead Sucklers



This is what they look like when they're dead...

Spaceship



These are the spaceships that fly across the map and drop the eggs from their ships (drawn by me)

Eggs



These are the eggs that get dropped by the spaceships. They hatch and turn into sucklers. (drawn by me)

Items

Here are all of the items you can currently get in the game. I have an easy system that allows me to add more of them. I just create a new item in the JSON file and a new item is in the game.

Gold



Oil



Uranium



Suckler Head



Suckler Tentacle

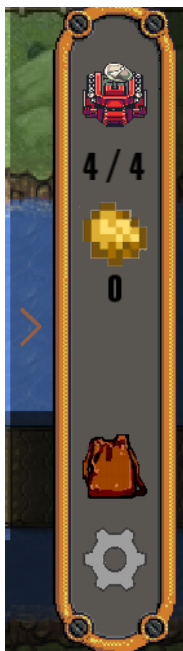


Suckler Spit



User Interface and HUD

Quick Menu



I'm not too sure what to call this but a quick menu sounds good. You can press the arrow on the left and it will hide the menu and press it again to display it. It shows how many enemies are left, your current amount of gold and buttons that let you open your inventory and the pause menu.

Unit and Building Menu



Once you select the Headquarters, you can either select build or train. These will open two different menus at the bottom of the screen.

Build

If you select build, this menu will appear.



This allows you to choose which ever building you want to create.

Train

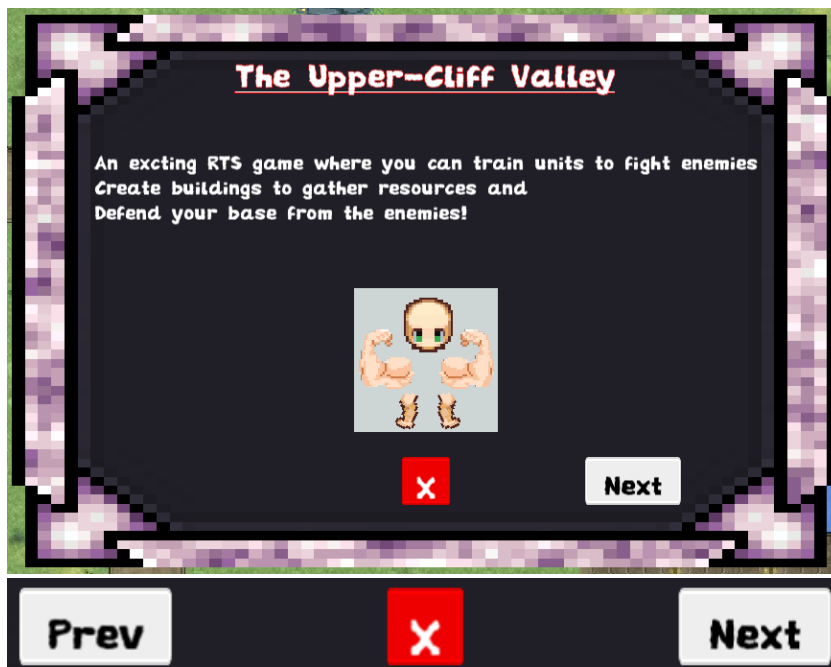
If you select train, this is the menu that will appear



This allows you to train all the units in the game. They cost gold to train and the price increases after every purchase. (not

including the latest healer unit)

Instruction Menu



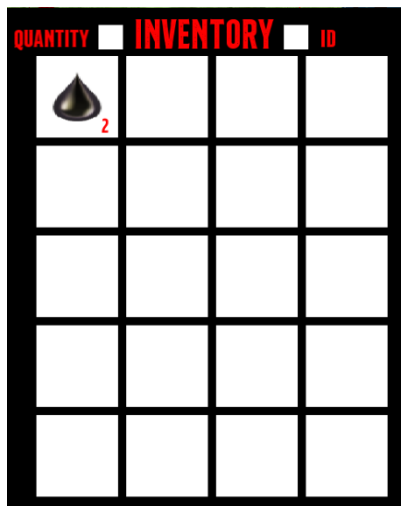
This is the instructions menu, this gives you a brief run down of everything in the game. Its like a book, you can go to the next page and the previous page. You can also close the book by pressing the X button.

Pause Menu



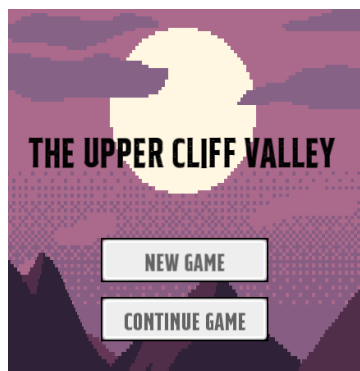
This is the pause menu. It lets you resume the game, press the controls button (doesn't do anything), open the instructions menu, save the game or go back to the main menu.

Inventory

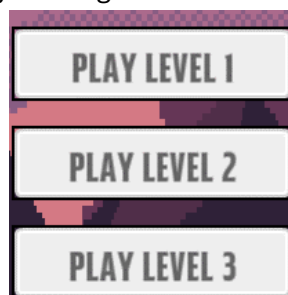


This is the inventory, it shows what items you have collected as well as allowing you to sort them by quantity and ID.

Main Menu



This is the main menu, it allows you to either start a new game or continue a game from a saved file. Once you any of those buttons, you will get this menu. Which lets you pick which level you want to start or continue



Inspiration

I didn't really have any inspirations for this game and kind of just made it as I went. My inspiration for the sounds and sprites were from Dragon Ball and I also got some sprites from Battalion: Head-2-Head.