Building Blitz

Overview: A casual construction game which involves using different shaped objects to build structures to protect a city from any threat through turn based game play in a colorful world with funny events.

Target Audience: Attempt to reach out to a fairly unreached group of people – civil engineers. Game can be played by both casual and hardcore audiences alike. All ages can play however maximum enjoyment will occur by those at least the age of 12 and preferably older as a basic concept of structural integrity in construction is required to be able to beat the tougher levels.

Story – Introduction: “Your name is King Konstruct and your task is to rebuild the city! However, there is a problem: the citizens of Kreatville don’t want to close down areas of the city for construction! This means you must Build Quick! Build Cheap! Build Strong!”

Game Play: *Building Blitz* requires the player to plan their actions before they’re executed while keeping the premise of the game simple enough that it can be played without excessive planning needed for each move. Players do this by selecting an object from one of three objects on the side of the screen and place them into the environment in order to create structures to protect their city. After an object is placed, one of the two pieces remaining on the side of the screen is removed and two new pieces take its’ place so that the player has three pieces to choose from on the next turn. Once the player finishes placing the designated amount of pieces (dependant on the level) incoming enemy waves start. The enemy attacks can be anything from an enemy battering ram striking the players’ city walls to sustaining “wear and tear” damage from the citizens driving over a bridge to a hurricane sweeping through the city with a path headed straight for a sky scraper! Whether the player can continue to place more objects once the enemy wave has started varies from level to level and even if they can place objects mid-wave the amount they can place is also level dependant.

Objects: There are many different types of objects which the player has at their disposal to use. Initially there are only two types of objects with limited shapes to start off with – wood and stone – but as the player progresses more objects will continue to be unlocked with many different qualities, shapes and sizes. The types of objects there are is limitless, ranging from solids, to magnetic goo, to anti-gravity matter, to glass, to “Mexican-jumping-bean-effect” objects!

Goals: The goal of each level is to survive the incoming waves while preventing as much damage as possible to both the player’s objects and even more importantly, structures.

Controls and Target Hardware: The game has very simple controls which consist primarily of simply using a finger to touch and drag objects into play while playing on a touch screen device. The portability and easy pick up and go play style of this game accompanies this perfectly. The game however is also well designed to be a downloadable title from game marketplaces such as the PlayStation Network, Xbox Live Arcade and Steam as adding trophies and achievements to this game is very easy to do. Also with the sudden push for motion controls in this generation it is possible to use Sony’s Move Controllers, Nintendo’s Wii Remotes, and Microsoft’s Kinect to add in motion control as there are few commands that are required to be issued by the player to play this game.

Wave Damage Calculations: Each level has an increasingly difficult damage calculator. The simple breakdown of the algorithm is based out of variables such as – max damage, strongest possible enemy and amount of waves. For example, to survive a certain level, the player must withstand a maximum possible damage of 5000, the strongest possible enemy is 8% of maximum damage (400 damage) and 10 waves. That means that each wave will get progressively more difficult with enemies having a maximum damage potential of 400 to add up to a grand total of 5000 over the course of all 10 waves. Once all the waves in a level have been survived a boss fight commences.

Bosses: Bosses are the most interesting part of the game where the player must use a variety of methods to beat it – whether it be simply surviving a flaming panda attack until it burns itself out or dropping as many objects on top of a zeppelin to prevent it from flying over the player’s main wall so that it can drop its’ bombs upon the city the possibilities are endless!

Types of threats: As with there being different types of objects to use and bosses to defeat there are also literally thousands of different types of threats to the player. Some examples of these are barbarian barrages, swordsmen using ladders to climb over walls, clouds floating above the city raining thunder and lightning to cause mass destruction, the Red Barron leading a task force of fighter planes flying full force towards city hall, Vikings using the underground sewage waterways to infiltrate the city and ninjas “poof teleporting throughout the city throwing ninja stars until they run into an object (such as a flung player controlled brick).

Reward System: To extend game play, a reward system is put in place to promote replayability. Each level has its’ various challenges which give the player stars for each completed side goal. These stars can be used in a shop to buy new levels, pieces, game modes, music, concept art and more.

Game Modes: There are many different modes in this game other than the standard campaign mode. Here are some examples: The never-ending-wave mode. Online solo and team battles in which players gain gold every second in which they can use to send threats towards their opponents which in turn increase their gold gain per turn. Mini-games like: clear a set amount of debris before your opponents in a jenga style matter. Tower defense mods. As you can see there are so many different kinds of game modes possible, which is why there is a level creator the players can use to promote *Building Blitz* community and continuous growth.

Art Style: The art style in this game is very colorful with a hand drawn look. This gives off a comical feel which accompanies the many interesting and odd themes perfectly such as protecting a medieval age castle from an alien invasion.

Music Style: The music is adventurous with a dub step-style overture.