Working title: Don't judge a monster by its fur

A real time Reversed Tower Defense game, Where you destroy different kinds of towers to get to the end of the level

Main features

- Reversed Tower Defense

- You're playing the Good Guy

- The main character is kind of relatable, and the Level is strongly relatable

- Single player Only

- Subgame is not available in this game

- A second level (not our focus right now)

Overview Player motivation
– Move around the house and destroy the evil furniture to save the little girl

Genre
– a strong Reversed Tower Defense, using a real time engine

Target customer
– For kids around the age of 10/12

Competition
– Despite having "Tower Defense" in the genre-title, our game is opposite because instead of placing turrets to keep out intruders, we're making a game where you have to destroy "turrets" to get through the house.

Design goals
– Our game as a nice, Water Paint and Ink art style that will attract a lot of people, together with a likable main character