**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