

MAYBE STUDIOS



# Dungeon Quest

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Build your party and fight the horde

Version #01

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**Evan Coffey**

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### Version History

October 2nd, 2022 - Document created

October 2nd, 2022 - Document transferred to new template

October 3rd, 2022 - Document finalized

October 23rd, 2022 - Added Current Features and changed Future Features

## I. Game Overview

*The game is in the format of a tower defense game. The player will control their player as the player moves around a map setting up towers of other adventurers to stop hordes of enemies. The Player will utilize different towers, in this game portrayed as adventurers in their party, to defeat hordes of enemies attacking them. They will be able to level up the party and give them new gear as the game progresses and can recruit new adventurers (towers) in the shop. The game will have a couple different levels the player will go through to get to the end. Every level after the rounds are finished the player will get a score based on how many got through as well as how much money they made and xp they didn't use. They will have a consistent health value throughout the different levels and will need to conserve it as much as they can. Between levels the player can go to a shop and use gold they acquired in the levels to purchase new items to give to towers for certain buffs and abilities, more party slots to allow them to equip more towers, as well as purchasing more towers. They will also be able to use some money to buy small buffs to the stats of certain towers. In game the player will be able to collect resources off the ground as they are spawned in designated zones to then buy towers or upgrade towers. Certain towers will only be allowed to be bought once while other towers may be bought multiple times. Players will also gain money from killing enemies in the waves to then be used to upgrade the towers. The level will show a progress bar at the top indicating how many enemies are left to be defeated before the player can progress to the next level. Unlike other tower defense games there will be no major stop between waves, there can be difficulty levels and accessibility options to allow the player to slow or stop the game but the game will not stop between waves of enemies. Next, enemies will come in different types with some being able to attack the towers back and attempt to defeat them, this means a tower may need to be put aside to heal or a healer tower may need to be added to make sure the towers are protected during the game. If a tower is defeated in a round, if they are a unique, adventurer tower the player may need to pay some gold or other resources to make it usable again or they will have to swap it for a different tower for a few rounds. Lastly, the player will be starting with and will be able to acquire special spells they can use on the enemies or on their allies during the rounds. They will start with a simple fire spell that does some small damage in a small radius. These spells, if used right, can change the flow of the level.*

## II. Game Play Mechanics

*The Towers placed by the player will fight the enemies. The enemies will follow the track though will deviate slightly to attack nearby towers within range. The player can move around the map to pick up items to give boost or more currency as well as upgrade towers, The player will gain both gold and xp from enemies, xp is used to upgrade towers while gold is used to first purchase towers as well as buying shop upgrades. The player loses health when an enemy makes it to the exit, if they run out of health the game ends. The player can use spells they acquire to make certain effects to the map, each spell has its own cooldown. When a tower reaches level 10 the player can specialize it into 1 of 2 specializations.*

## III. Camera

*The camera is in a top down / 3/4 view. The camera is fixed during game play.*

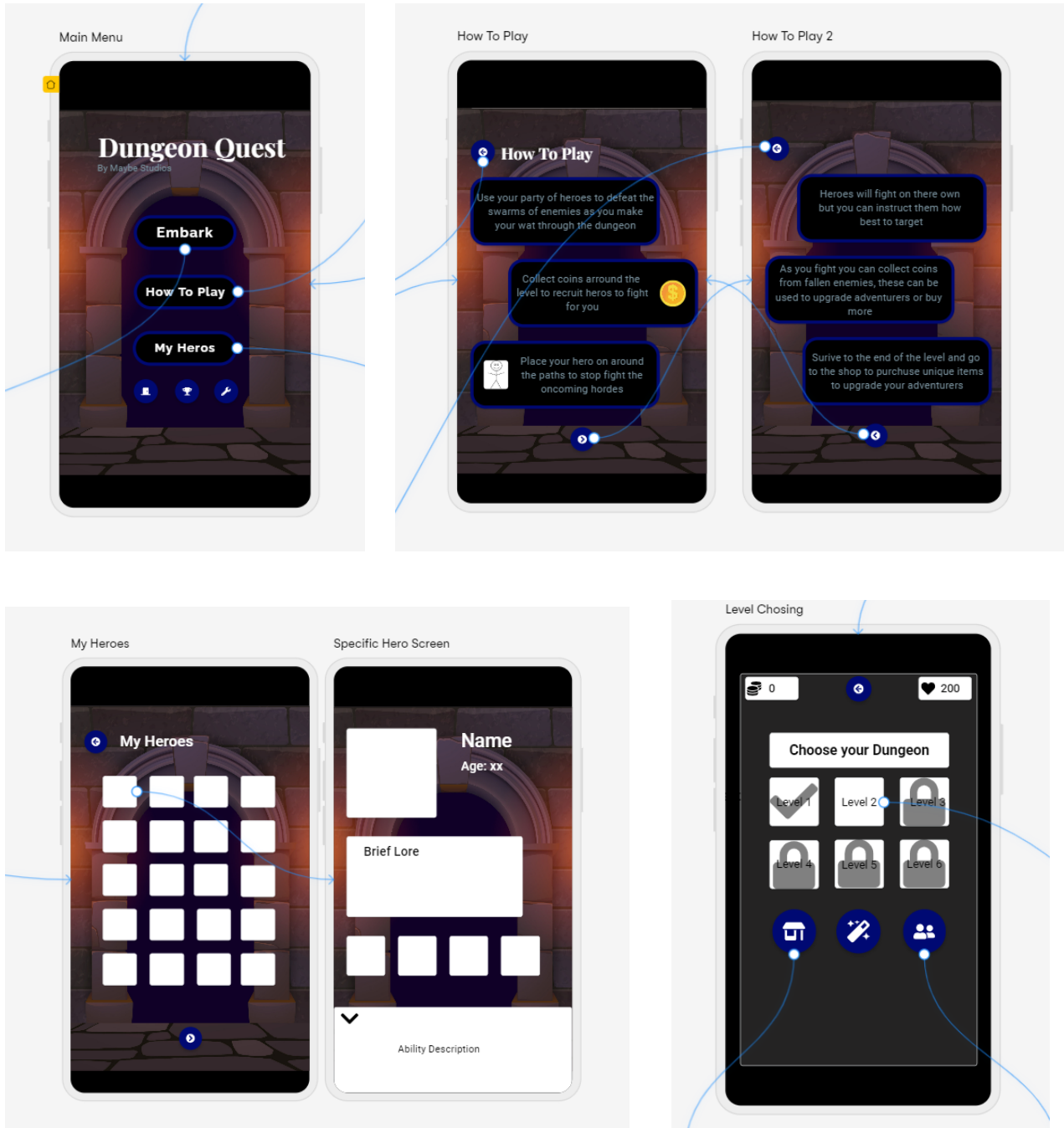
## IV. Controls

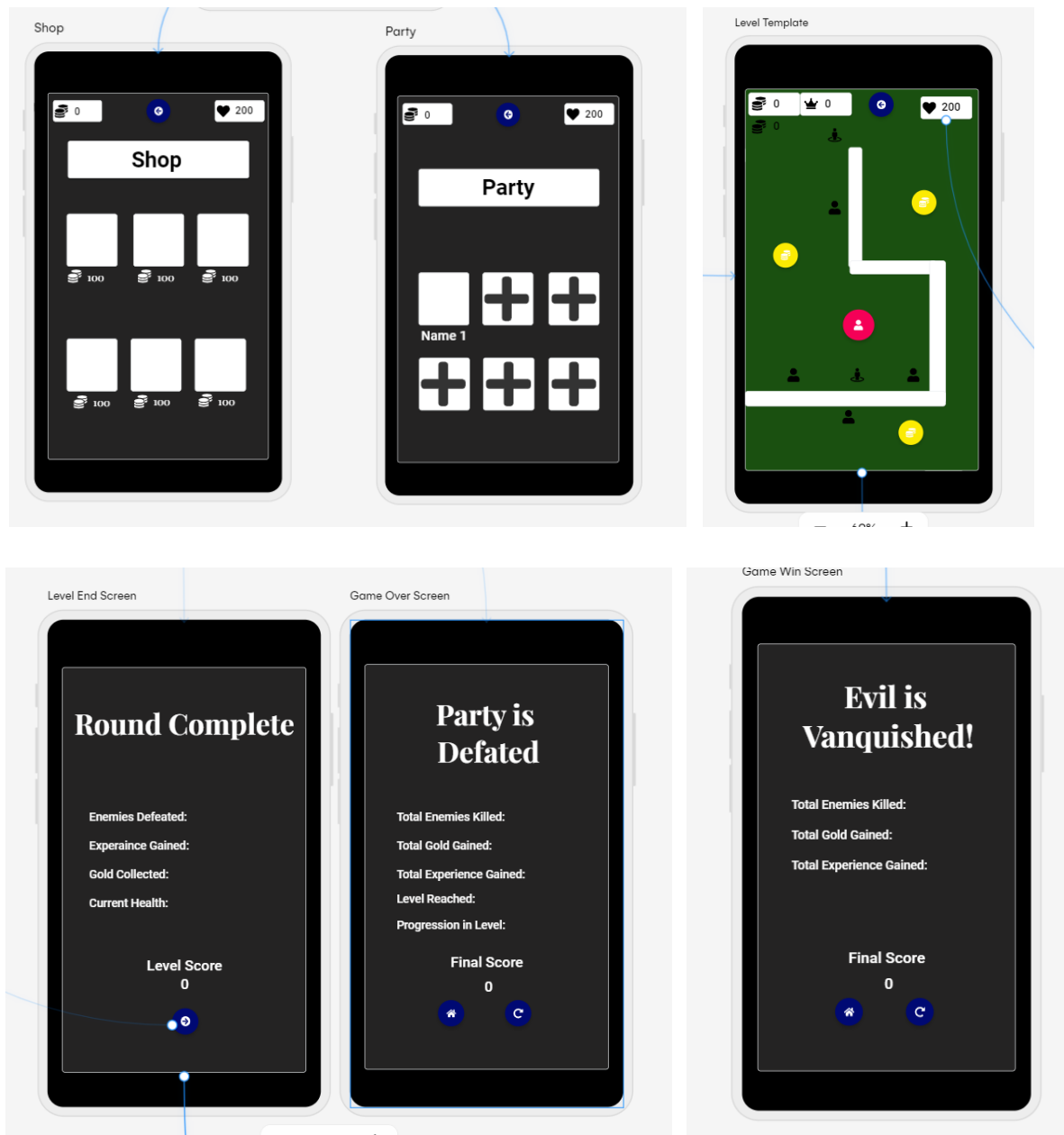
*Player can move by tap and dragging most anywhere on the screen. When close to a tower they can tap the tower to open up the upgrade menu. Player can tap the two arrows at the bottom to open different menus. The left side opens the magic menu, the player can cast spells currently off cooldown here. To cast they first tap the spell then tap where to cast it, if they drag an indicator will appear. Spell will be finalized when the finger is removed. If they want to cancel they can drag the spell back to the menu location. The right side is the hiring menu, players can spend gold to hire more towers. To place a tower the player taps the tower they want then drags to the location they want to place it. It will hover where placed until a checkmark in the corner is tapped. If they want to cancel they can either press the red x beside the checkmark or drag it back to the menu location.*

## V. Saving and Loading

*The game will be played like a rogue-lite where if you lose you start again. The game will be autosaved after each level as well as when the player loses. The player can quit and join back later.*

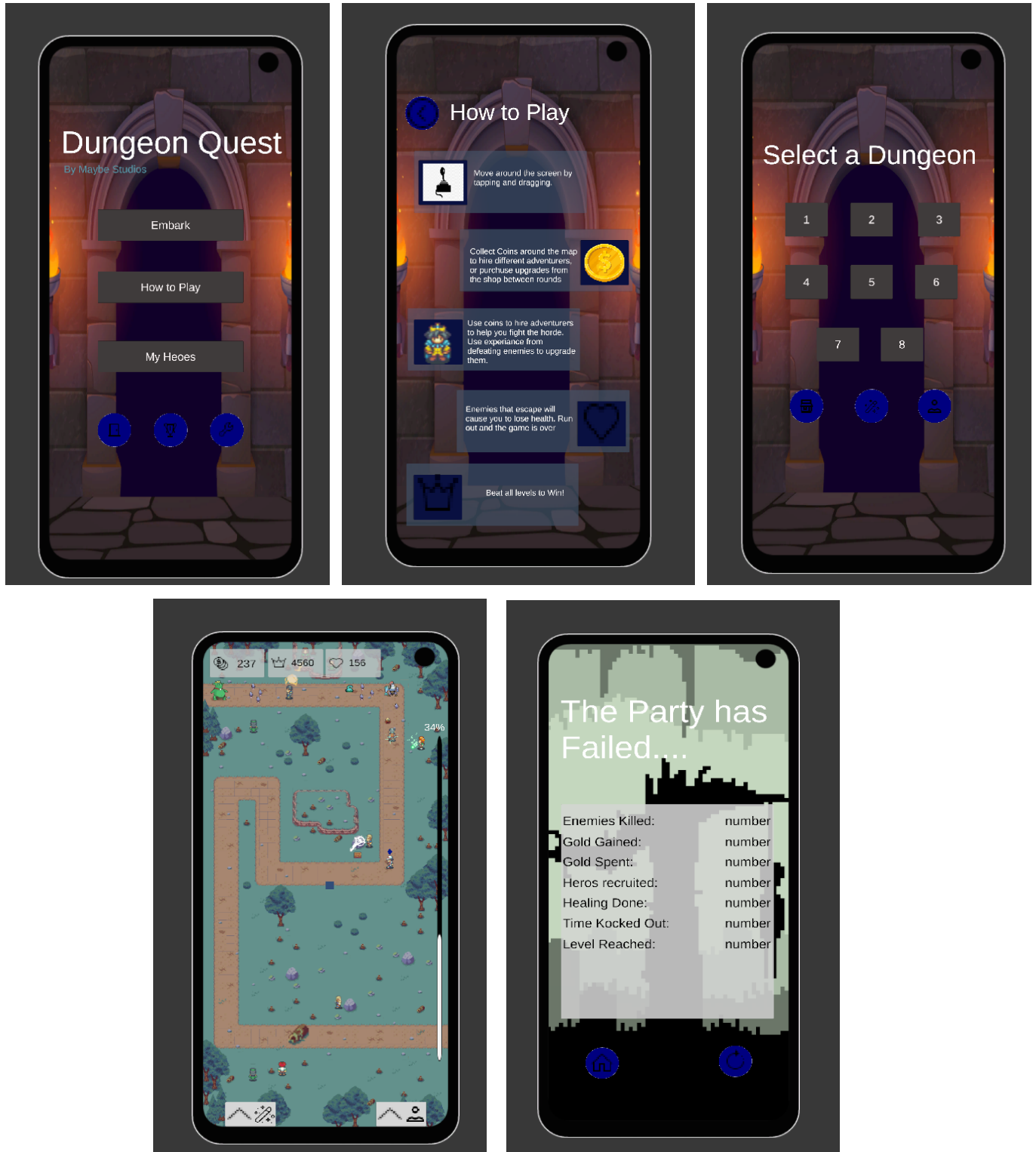
## VI. Interface Sketch







## VII. Menu and Screen Descriptions



## VIII. Game World

*The game will consist of multiple levels played sequential with the player able to gain upgrades between each level. Each level will have a similar feel to the last but as the player progresses through the levels the levels will become more and more dungeon like and evil looking. The starting levels will start in happier lighter forested levels with trees in the level as well as water sources like streams as hazards. As the player progresses they will enter into the dungeon level areas, these will be indoor with stone walls. More caves like at first transitioning to more ruins, carved rock as it goes further in. After the ruins areas the last few levels will be more reddish in tone giving indications and feelings similar to the underworld or hell. The goal is to make this area seem like a place foreign, somewhere the player should not go.*

## IX. Levels

*Level 1: Level 1 will start in a forest setting, the main enemies will be animals with some smaller humanoid enemies like goblins. The player will be free to place heroes anywhere and can set up a mining character to gather resources from nearby tree clusters. (designated tree clusters)*

*Level 2: This level will also be in a forest setting, now with more trees that will block the player from placing some units as well as some line of sight. The area will have a much denser feeling and the enemies will be mostly the same but with the addition of a tougher enemy near the end of the level. Again a tower can be placed by designated clusters to produce additional resources the player can collect by tapping on them.*

*Level 3: This will be the last level in the forested section, this one will have a river cutting through the middle of it. The player will be given the option to purchase a small raft on the river to allow placement of units on it. There will also be trees in this level blocking placements but not as many as before. The enemies for this level will consist of the enemies from before with the addition of a new large Orc class that can stun towers nearby on a short cooldown.*

*Level 4: This level will be the first in the caves/ruins section. The map will be rock based and indoors using the exit of the level (where the enemies are going) as a natural light source. The hazards in this level will be rocks blocking the placements again and the introduction of split paths where at a point the enemies may go in either direction. The enemies will now include skeleton enemies as well as the small goblins from before with no more animals.*

*Level 5: Level 5 will again be in the ruins/rocky area, this level will be lit using lights on the walls and some inference hanging lights. The hazards for this level will be traps that can be activated by the enemies which can hurt both the enemies and the towers. In addition the player will need to move towers around sometimes to dodge falling rocks, this will have a low occurrence on this level. The rocks will not one shot but they can stun and damage the towers (and enemies) they hit. The enemies in this level will be the same as the last one with just more of them.*

*Level 6: Level 6 is the last level in the ruins area, this will have a new hazard of limited lighting. In this level the player can build a special tower that gives off light in an area. Otherwise the area is only lit by a few light sources set up at the exit of the level. This will make knowing how many enemies are near harder. The enemies will be mainly skeletons and new enemy bats.*

*Level 7: The last 2 levels will be in the hellish style. The first of the two have the party entering towards a long staircase with the enemies trying to run up it. The player can only place towers in certain platforms along the stairs in this level. Lighting is back to normal for this level but the locations where they can be placed is low. In addition this level will have two different openings that merge midway through, the openings will each sense out enemies, either at the same time or at different times. The player can set up miners at a mysterious metal vein to gather extra materials by tapping on what the miners drop. New demonic enemies will be in the enemy pool.*

*Level 8: The last level will have the enemies coming out of the middle and going towards multiple exits. The middle will have a portal in it that they all come from as they try and leave by 4 different paths. The player will be spread thin to keep them all back, the level will end with a final boss that uses multiple different attacks to take down the towers and escape. It will leave by a path chosen at random when it hits a crossroads. If the players defeat the boss they win and a final total score is calculated.*

## **X. Game Progression**

*The player will progress through the game by beating each level in sequence. They will unlock a new level to play after finishing the old one. If they lose depending on the difficulty level they will either start at the beginning or start the level again. The player will gain gold while player levels that can be used to either purchase towers to be placed in game, ie (non hero towers, basic towers) or buy upgrades like items that give unique effects or small stat buffs to certain heroes. In the levels the player will also collect experience from defeated enemies, this can be used to buy in level upgrades for each tower. Towers will start at level one in each level and will have to be upgraded from there using xp. The Player can also purchase new heroes from the shop which can then be used in the party, or they can purchase more party slots to allow them to equip more unique heroes. At the end of each level win or lose the*

player will be shown how many enemies they defeated, how much gold and xp they acquired, and the health they have left after the level ended. These numbers are then used to determine a level score which is given to the player. After all levels are complete the player will be shown their total score for the entire game. The game features some elements of a rogue-lite, the player after a run will be able to unlock new heroes to be added to the hero rotation pool for later runs.

## **XI. Characters**

*The Player Character is a simple character that can really only move around and collect things. If attacked enough and dealt enough damage they will go unconscious for a short time not allowing the player to make nearly any inputs.*

## **XII. Non-player Characters**

*For this section we will go over the different towers available to the player, first going over the basic towers, the non basic towers, then going over the unique hero towers. Towers can be purchased with gold and then upgraded with xp, after level 10 gold can be used to promote them to a better version that can be upgraded further.*

Basic Towers:

*Basic towers are towers that are available to the player when the game starts, they are generally not very strong but are useful in the early stages in the game when the player has limited hero towers to use. They can be placed for gold and upgraded with xp.*

- *Archer Tower - The archer tower is a basic tower that periodically shoots an arrow at a nearby enemy. The targeting can be adjusted to target, close, far, highest health, or lowest health.. The archer can be upgraded to shoot faster and deal more damage. Multiple of this tower can be placed at a time. After Level 10 the tower can be promoted to either a faster fire rate version or a big ballista high damage version.*
- *Swordsman Tower - The swordsman tower is a basic tower that will deploy swordsmen onto the track nearby, the swordsman will attack any enemy they come across and will take damage while doing so. Enemies will be slowed while fighting but not stopped. After level 10 it can be upgraded to a tankier shield version that slows more or a higher damage duelist version. When a swordsman from the tower is defeated it will retreat into the tower and will need to recharge. They can be upgraded to increase health, damage, and attack speed.*

- *Mage Initiate Tower* - The mage initiate tower is a basic tower that throws small fireball projectiles that deal area damage as well as can be upgraded to cause a chance of burning. Burning will deal small damage over time. This tower can target close, far, and highest health, or lowest health. After level 10 they can be promoted to an ice magic where attacks slow, or a fire made where burning is a very high chance.
- *Barricades* - Barricades are a special basic tower that will place a barricade on the track, it will make enemies stop and attack it. It can be upgraded to have more health and when destroyed will take a long time to repair. They will not normally damage enemies but generally have more health than a swordsman tower. After level 10 it can be upgraded to deal some small damage or to reduce the rebuild time.
- *Gold Miners* - This tower is somewhat unique, this tower can be placed in certain areas of each map to collect its resources, the tower every once and a while will spit out gold for the player to collect. The player can collect this gold by tapping on it. Gold can be used for multiple things during gameplay, mainly buying new towers, upgrading towers, and buying upgrades in the shop. The gold tower can be upgraded like normal to increase production rate as well as production size. At 10 this can be upgraded to either convert xp to gold or produce gold that is stored in the building to be collected when the player wants.

#### Unique Towers (Hero Towers):

Hero towers are a set of towers the player determines before entering a round that they have access to. The hero towers are free to place down and can be upgraded with xp. Generally only one hero tower can be placed of a type as they are unique and they have different effects based on the tower. At level 10 a hero tower can be specialized like the basic towers for a gold cost. A hero can be defaulted to an upgraded version through much higher gold cost in the shop.

- *Ser Jyorn, The Protector* - Ser Jyorn is a melee fighter that can be placed near the track to spawn him on the track. He acts similar to the swordsman tower except has the ability to periodically fully block all damage and stop enemies from passing them. They can be specialized to either push back enemies when he blocks them or slow enemies for a time after they pass by.
- *Ognar, The Berserker* - A melee tower that works like a swordsman tower except when the fighter would be reduced to zero health they instead start to berserk gaining attack speed for a set amount of time based on level and become immune to damage which. After the berserk finishes they need to recharge. They can be specialized to either gain a great deal more attack speed when they berserk or revive at 30% health after the beserk with a cooldown based on level.

- *Turanous, The driving spear* - A melee tower that attacks with a much longer range and deals damage in a line along the attack. The can be upgraded to become a ranged tower that throws spears at targets causing a bleed effect (dmg over time) or become a spear wall that slows enemies as they walk towards them.
- *Dusknoir, the silent blade* - A melee attack tower that does high damage to single units as they pass but do not slow enemies at all. They can be specialized to apply a bleed effect to enemies that pass through them or execute enemies below 15% health with a cooldown based on level.
- *Groog, The Big Stick*- A melee tower that periodically slams their club in front of them stunning weaker enemies and dealing damage. They can be specialized to either give a spell that slams a target area slowing and damaging enemies in the area, or have a spiked club that causes slammed units to bleed.
- *Prometheus, The Flame wielder* - A melee tower that has a high chance to set enemies on fire. It can be specialized to either cause all burning enemies to take more damage or, give a nearby tower to deal additional fire damage and the ability to apply burn to targets. (player chooses tower)
- *Ouranus, the Time Father* - A Melee Tower that can grant the player a spell that will target an area and send all enemies in the area back to the start, cooldown is based on level. (starts on cooldown)
- *Melandus, the Hawk Shot* - Melandus is ranged attacks that uses a long bow to deal high damage to single targets, they normally act like an archer tower but can periodically make a very strong attack that does high damage. They can be specialized to either have the strong attack do damage to all enemies in a line before it hits its target or deal more damage based on the enemy size.
- *Ripper Joe, The Ripper* - A ranged tower that shoots single target shots, periodically will throw a saw blade that travels along the path dealing damage to enemies it hits. Can be specialized to either, cause the saw blade to apply bleed to enemies at a high chance, or throw sawblades both towards the entrance and exit. (enemies must be nearby to trigger saw blade, saw blades travel for a set distance before disappearing, at a crossroads it chooses randomly)
- *Quick Chickem, the tiny bow*, acts as a ranged unit with single target attacks, this unit fires significantly faster than normal and any attack speed buff is doubled towards them. They deal less damage then normal and any damage buff is half as effective against them. The can be specialized to further increase attack speed causing all attack speed buffs to be three times as effective, or the shots they fire will pierce through an enemy.
- *The Endingperson* - This unit is immune to fire damage, this unit has high defense and acts as an archer tower with single target attacks. This unit can be specialized to become



*immune to all debuffing effects or become a melee tower with high defense and damage.*

- *Omlock, The Flint Starter - Omlock has a special flintlock gun that is inaccurate but powerful, their attacks have a chance to miss the target but have a high damage when they hit, missed attacks can hit other enemies or allies. They can be specialized to either trade the flint lock for a blunderbuss that does high damage in a cone in front of them, this can no longer miss, or employ bouncing bullets that cause their attacks to bounce off the original target hitting other enemies. (the bounces will not hit allies but hit allies will still cause the bounces)*
- *Gringol, Ballista Operator - This tower acts like an archer tower but its attacks pierce enemies by default. It has slower attack speed compared to a default archer tower and does more damage. This can specialize into a machine crossbow tower that trades the higher damage for a faster fire rate that still can penetrate one enemy or a string bolt that can penetrate more enemies per level.*
- *Zoreal, The Finisher - Zoreal attacks like an archer tower with single target attacks, they periodically mark a target at random, (prioritizing active bosses) for death, while marked Zoreal does more damage to them. They can be specialized to either do heavily increased damage to bleeding units or cause all towers to have increased damage against marked units.*
- *Garontu, The lightning mage - they act like an archer tower with single target attacks but their attacks have a chance to stun the target on hit. They can be specialized to either have their attacks chain to nearby enemies based on level or give the player a lightning spell to rain lightning down on enemies, cooldown reduced by level.*
- *Alistai The mage of Light - They act like an archer tower with single target attacks, they can periodically heal nearby towers, this healing increases when Alistai is damaged. They can specialize to either buff nearby towers to deal more damage or give the player a spell that instantly heals and respawns all towers in the range.*
- *Vrinda The blazing pyre, This tower acts as a mage tower with greater range and a slight better chance for burn. This can specialize into either a stream of fire from the tower damaging everything it touches, or a spell that summons a meteor swarm across the battlefield.*
- *Uggore, The necromancer - This tower acts as a ranged tower that attacks single targets while also a melee tower, the tower can summon weak undead creatures to fight on the track. This tower can be specialized to either make the summoned creatures much bigger, increase health damage and give them a smash attack, or allow the tower to resurrect some enemies they defeat as small undead to fight on the track.*

- *Quiote, The mage of frost* - This tower acts like a mage tower, their attacks explode on hit also slowing what is hit. This tower can be specialized to either allow the attacks to have a high chance to freeze the enemy dealing some extra damage and stopping them for a bit or to increase the slow all frost effects have on enemies and giving frost mage towers a small chance to freeze.
- *General Croakus The Rain of Fire* - This tower acts like a mage tower, it shoots targets at range, projectiles explode on impact. This can specialize into either a spell that drops a mortar strike on a target location or a spell that drops a fire blanket over the floor of the track that lingers.
- *Burnhilda, The Wall of Force* - This tower acts similar to a barricade blocking enemy movement. It has heavily increased health and takes reduced damage from boss enemies. This can be specialized to either repulse any attack backwards when hit or cause any attacker to take damage equal to half the damage they did.
- *Spokos, the Battlements* - This tower acts like a barricade tower blocking enemy advancements, it has a high resistance to physical damage by non boss enemies. This can be specialized to either throw pots of fire in front of it causing enemies to burn that pass through or when it is destroyed, while recovering, its ruins stay in place slowing enemies that walk over it, it also has a reduced recharge time based on level.
- *Yolinda The battlefield tactician* - This tower acts like a barricade except it gives the player a spell to place temporary barricades with reduced health along the track. These barricades do not respawn when destroyed. It can be specialized to either cause the temporary barricades placed to explode when destroyed dealing damage in an area or change the temporary barricades to spike traps that take greatly reduced damage and can be walked through, attackers that walk through have a chance to bleed and take some damage. (temporary barricades made this way cannot be healed by healing effects or spells)
- *Kabloomy the demolitions hobbyist* - Kabloomy cannot target normally, they periodically throw a bomb onto a random part of the track (prioritize somewhat near enemies) this explosive explodes after a brief delay dealing high damage to any enemy it hits. This can be specialized into either throwing multiple explosives at once over the map or the explosive dropping 4 smaller explosives that in turn explode for less damage.
- *Voradclad The Engineer* - This tower cannot target normally, instead they spawn a turret or a small automaton on the track that targets enemies, the turret acts as an archer tower and the automaton acts as a swordsman tower. This can be specialized into either, when an automaton breaks there is a chance for some gold to be dropped which can be collected or a new automaton can be spawned that shoots explosive shots that deal area



damage. (The number of concurrent machines is based on level, machines stats scale with Vordaclad's level).

- *Peaches The Scholar* - Peaches cannot attack, they grant the player access to a spell two random shop spells at the start of a level. (only active when placed) This can be specialized into a reduction to all spell cooldowns based on level or a third spell from the shop list with upgraded effects. (spells will attempt to be ones not owned, if all spells are owned it will be an owned spell but upgraded)

### **XIII. Enemies**

The enemies in the game will travel from an entrance in the level towards an exit in the level. The following list will describe them with general ideas of health and damage. If they have an ability they will try to use the ability as often as possible towards enemy towers

- *Rabbit* - Low Health, No Damage, No Abilities
- *Wolf* - Low Health, Low Damage, No Abilities
- *Goblin Scout* - Low Health, Low Damage - Sprint (the enemy dashes forward quickly periodically)
- *Bear* - Medium Health, Medium Damage, Slam Attack (The enemy slams the ground in front of them dealing damage to nearby towers, used when by melee towers) - Boss
- *Goblin Archer* - Medium Damage, Low Health - Ranged Attack (enemy attacks nearby towers from a range, can hit towers away from track, more likely to target closer towers)
- *Orc Fighter* - High Health, High Damage, Slam Attack (slams ground in front when in melee combat dealing damage to all nearby units), Rock Throw (throws rock towards nearby tower or melee group, deals damage and stuns for small time) - Boss
- *Skeleton* - Low Health, Medium Damage, No Abilities
- *Zombie* - Medium Health, Low Damage, Decay Touch (attacks deal bonus damage over a small period of time)
- *Skeleton Archer* - Low Health, Medium Damage - Ranged attack (attacks towers at range)
- *Orc Archer* - Medium Health, High Damage - Ranged Attack (attack towers at range) - Snipe (a high power attack that deals high damage to a single target) - Boss
- *Bat* - Medium Health, Medium Damage - Flying (can travel over barricades at a slow speed, avoids ground based effects) - Lifesteal (heals slightly when dealing damage)
- *Demon Grunt* - Medium Health - Medium Damage - No Abilities
- *Demon Archer* - Medium Health - High Damage - Ranged Attack (attacks targets at range)

- *Demon General - Very High Health, Medium Damage - Buff Aura (nearby enemy units gain increased speed damage and damage resistance) - Boss*
- *Demon Lord - Very High Health, Very High Damage - Flame Strike (calls down a pillar of flame at a location dealing damage and applying burn to towers hit. Can target off track) - Aftermath (Explodes on death dealing high damage to nearby units) - Boss*

#### **XIV. Weapons**

*The player will have access to different spells that they can use to alter the map and do different effects. Some spells the player will start with, some spells the player can buy from the shop and some spells are given by certain Heros.*

*Spells:*

- *Fire Bolt - Deal a bit of damage to a small area. -starting spell*
- *Fire Ball - Deal a medium amount of damage to a medium area - shop*
- *Fire Storm - Create a storm of fire in an area that deals damage and burns units that enter - shop*
- *Meteor Swarm - Summon a swarm of meteors randomly around the map dealing massive damage - Vrinda*
- *Cure wounds - heal a tower by a moderate amount - shop*
- *Heal pulse - heal all towers in an area - shop*
- *Revive - Instantly recover a tower in cooldown (towers are in cooldown when they run out of health) - shop*
- *Club slam - a club slams the target area dealing damage and slowing enemies hit - Groog*
- *Rewind - Sends enemies in target area back to the beginning, may fail on larger targets - Ouranus*
- *Lightning Storm - creates a storm of lightning that does damage and has chance to stun enemies in the area - Garontu*
- *Blessing of light - Fully heals and revives all towers in range - Alistair*
- *Fortify the lines - Create a temporary barricade at a target location - Yolinda*
- *Front line Explosives - Create a temporary barricade at target location that explodes when it dies - Yolinda*
- *Defensive Spikes - Create a spike trap on the track, it deals damage and can cause bleed to any enemies that pass through - Yolinda*
- *Mortarstrike - Drops an explosive blast on target location - General Croakus*
- *Fire Rain - Creates a fire on the floor of the track that damages and burns enemies that walk through it - General Croakus*

- *Lightning Strike - call a bolt of lightning that deals damage to targets in a small range - shop*
- *Conjure Spikes - Creates a pile of spikes that deal damage to enemies that walk over it, disappears after dealing a certain amount of damage - shop*
- *Spike Growth - deals a small amount of damage to enemies in range and creates a lingering effect on the track that slows enemies - shop*
- *Chain Lightning - Deals damage to target enemy and can arc to nearby enemies also dealing that damage - shop*
- *Necrotic Pulse- deals high damage to living creatures and heals indeed creatures in the area - shop*
- *Banner of Courage - Melee towers in range gain an increase to attack and defense for a duration - shop*
- *Banner of Haste - Towers in range gain a decrease in cooldown times for special effects for a duration - shop*
- *Horn of Fear - Causes enemies in range to have a chance to be feared (a feared enemy turns around and goes backwards for the duration) - shop*
- *A cup of tea - Heals 1 health to the Player - shop*
- *Money Tree - Creates a small amount of Gold - Shop*
- *Black Powder Bomb - Deals Damage in an area after a small delay - shop*
- *Icy Terrain - Create a field of ice on the ground for a duration, enemies in this field take additional damage from ice sources and are slowed. - shop*
- *Ensanguate - Deal a small amount of damage in a small area, if enemies are bleeding they take massive damage instead. - shop*
- *Summon Undead - place an undead fighter on the track, it will fight enemies it comes across, it deals extra damage over time on its attacks. When defeated it will not respawn - shop*
- *Build Turret - Build a ranged turret at a location that attacks nearby enemies, it can be destroyed by damage and last for the duration -shop*
- *Charm Person - Attempt to charm an enemy unit, if successful the unit will fight for you for duration. Chance is based on the enemy unit. - shop*
- *Raise Stone - Create a small wall of stone on the track that last for the duration or until destroyed - shop*
- *Blood Price - Take 1 damage to acquire a large amount of gold - shop*
- *Herald the enemy - increase gold gain from the level by a percentage while causing more enemies to spawn - shop*
- *Banishment - Use to attempt to banish enemies in an area, only works on demons. If successful the enemy is immediately removed for the map - shop*

- *Leaf Storm - Create an area of fast moving leaves that deal damage to enemies in the area, if the storm takes fire damage it erupts dealing high damage to all enemies in the area.*

## **XV. Items**

*There will be a few different tin game items the player can collect to help them out.*

- *Coin bag - some enemies will drop this, collect it for some coins*
- *XP gem - randomly spawns on the map, disappears after a while, collect for a burst of xp*
- *heart - a rare item that will heal one to the player's total health (enemies leaving health)*
- *Treasure Chest - a rare drop from miners and a drop from bosses. It has a random equipment inside to give to players*

## **XVI. Equipment**

*Players can get equipment in multiple ways, either through treasure chests or the shop. These are some example equipments:*

- *Shield of faith - reduces incoming damage*
- *Shiny dagger - increases attack speed*
- *Tome of Knowledge - reduces ability cooldown*
- *Banner of Alcrois - increases the attack speed of nearby towers (excluding itself)*
- *Boots of evasion - gain a chance to dodge incoming attacks*
- *Boots of Flight - become immune to track hazards*
- *Twin Bow of the Hunter - if you make ranged attacks shoot an additional shot at 25% damage*
- *Emergency smoke bomb - When you first take damage each level drop a smokecloud that stops enemy movement for a few seconds.*
- *Poison coating - attacks deal bonus poison damages dn apply poison on the enemy*
- *Flame Mages Anklet - damage done by fire sources increased by 30%*

*These are some possible items, they could be randomly generated if it seems better.*

**XVII. Sound Index***Music -*

- *Path to victory (saga action epic) - game win music*
- *The chill of solitude loop (arcane orchestral) - Starting Main menu music*
- *Uncertain times (battle litany) - level complete music*
- *Keep going loop (survival metrovania pack) - menu choice after finishing level 1*
- *Not safe (survival metrovania pack) -menu after finishing level 3*
- *Really not safe (survival metrovania pack) -menu after finishing level 6*
- *Dangerous scavenging full loop (survival metrovania pack v2) - game over music*
  
- *Fae encounter (shadow war) - level 1*
- *Anxious heart (shadow war) - level 2*
- *Confrontation(arcane orchestral) - level 3*
- *Imminent strife orchestral loop (Arcane orchestral) - level 4*
- *Fearless(saga action epic) - level 5*
- *Stepped into their trap (saga action epic) - level 6*
- *Fire in your heart (saga action epic) - level 7*
- *Dare to challenge (saga action epic) - level 8*

*Sound effects -*

- *Magical Bow shoot 1-5 no echo (combat sounds collection bundle) - bow shot effects*
- *Fantasy Dagger Attack 1-3 no echo (combat sounds battle collection) - dagger attacks*
- *Magical Sword attack Medium intensity 1-4 no echo (combat sounds battle collection) - sword attacks*
- *Magical swords attack loop no echo (combat sounds battle collection) - general sword noise ambiance - when engaged*
- *Metallic impact sword parry 1-5 (combat sounds battle collection) - blocking noises by swordsmen*
- *Shield attack 1-5 (combat sounds battle collection) - when a enemy reflected or blocked by shield, Sir Jyorn*
- *Shield Parry 1-5 (combat sounds battle collection) - when swordsmen with shields block*
- *Standard sword attack 1-5 (combat sounds battle collection) - sword fighters again*
- *Spell with echo enhancement 1-13 (combat sounds battle collection) -magic users*
- *Spell Protection with echo enhancement 1-3 (combat sounds battle collection) - force wall*
- *Spell Fast Electrical 1-3 no echo (combat sounds battle collection) - electric spells*

- *Coins explosion 1-3 (combat sounds battle collection) - pick up coins*
- *Explosion 1-3 (combat sounds battle collection) -explosive weapons and spells*
- *Fire Explosion 1-6 (combat sounds battle collection) -fire explosives, spells or fire bombs*
- *Poison air explosion 1-3 (combat sounds battle collection) -any bottle / potion abilities*
- *Rocks Destroy 1-2 (combat sounds battle collection) -when rocks fall from the ceiling in cave*
- *Tree fall destroy 1-2 (combat sounds battle collection) -when destroying trees on map*
- *Wood hit destroy 1-2 (combat sounds battle collection) - when projectile hits wood and is stopped*
- *Wound with impact 1-5 (combat sounds battle collection) - played when enemies are hit*
- *Zombies eating brains 1-3 (combat sounds battle collection) - played when zombie attacks*
- *Armor UI 4, 5, 7, 9 (crafting and rts sounds) - equipping items to heroes*
- *Mining 1\_ 1-5 (crafting and rts sounds) - gold mining tower*
- *Stream Moderate loop (crafting and rts sounds) -for stream in level 3*
- *Splash small 4\_ 1-3 (crafting and rts sounds) -for water in level 3*
- *Healing Magic Spell Throw 1-13 (White and Black Magic) - healing spell*
- *Healing Spell white magic throw whoosh 1-2 (White and black magic) - healing spells*
- *Fantasy Magic Harsh Riser (White and Black Magic) -meteor coming down*
- *Electro Current Magic spell hit 1, 4 (White and Black Magic) - electric attacks*
- *Black Magic Spell Scary Demon Voice (White and Black Magic) -When demon lord spawns*
- *Colt Python Shoot 1-5 (weapon sound pack V1+2) -flint lock firing*
- *Shotgun Benelli shoot 1-5 (weapon sound pack V1+2) -blunderbuss firing*

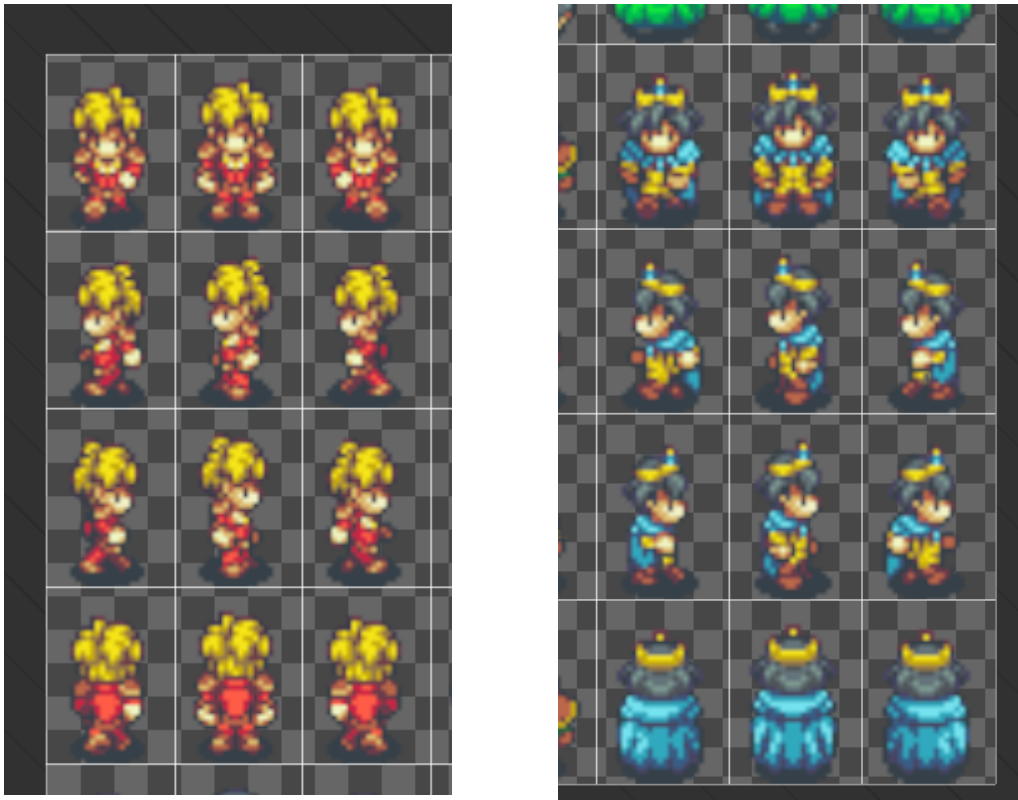
#### **XVIII. Story Index**

*You are an aspiring adventurer looking to set forth to take on the evil dungeon. Recently creatures have been sighted in the area and there has been a hefty bounty on the dungeon. It may turn out though, that your over confidence may put you in a situation far too dire.*

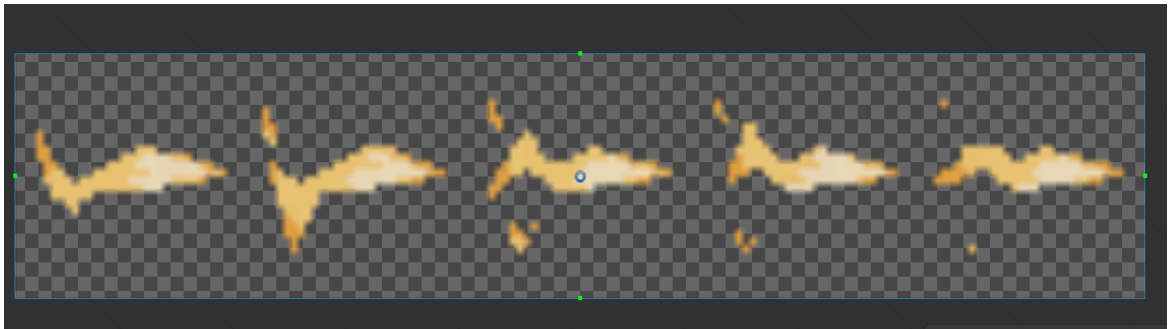
**XIX. Art / Multimedia Index**

*The art direction for the game is pixel based graphics. All towers will look like other adventurers, the unique ones will have different models from each other. The maps will be made using tile maps. Some art examples are:*

*Tower Examples:*



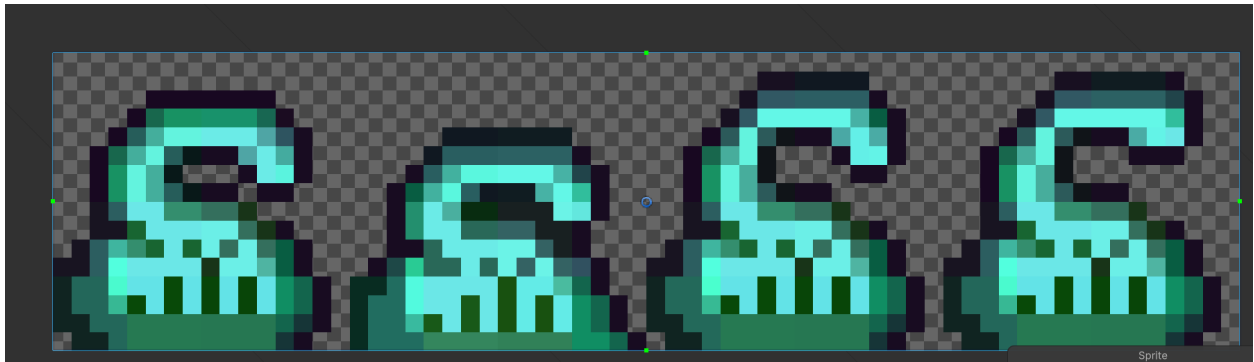
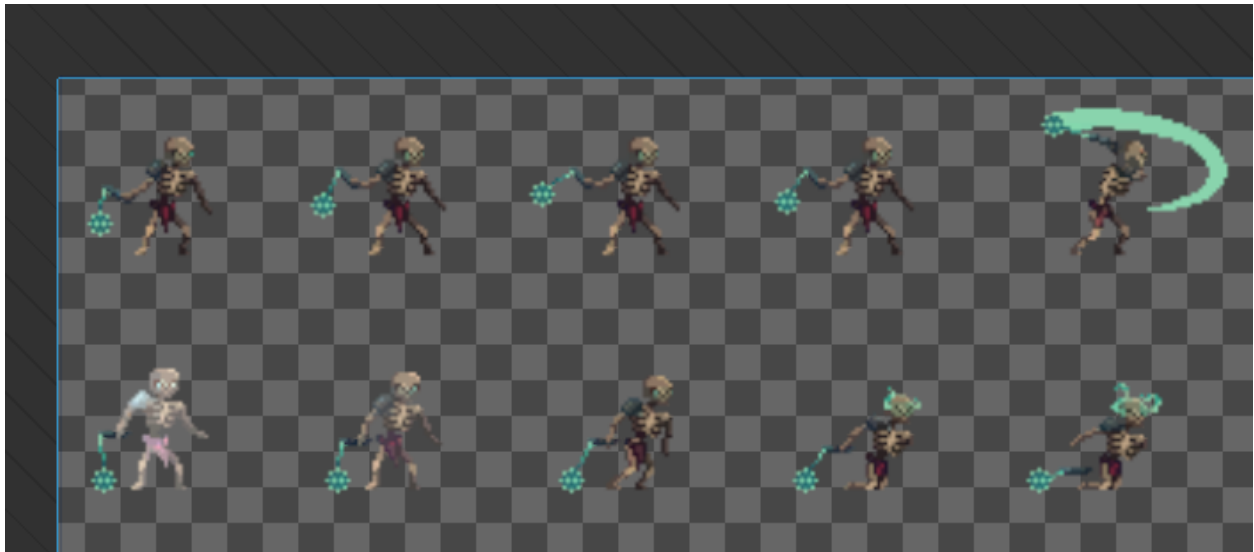
*Effect Example:*



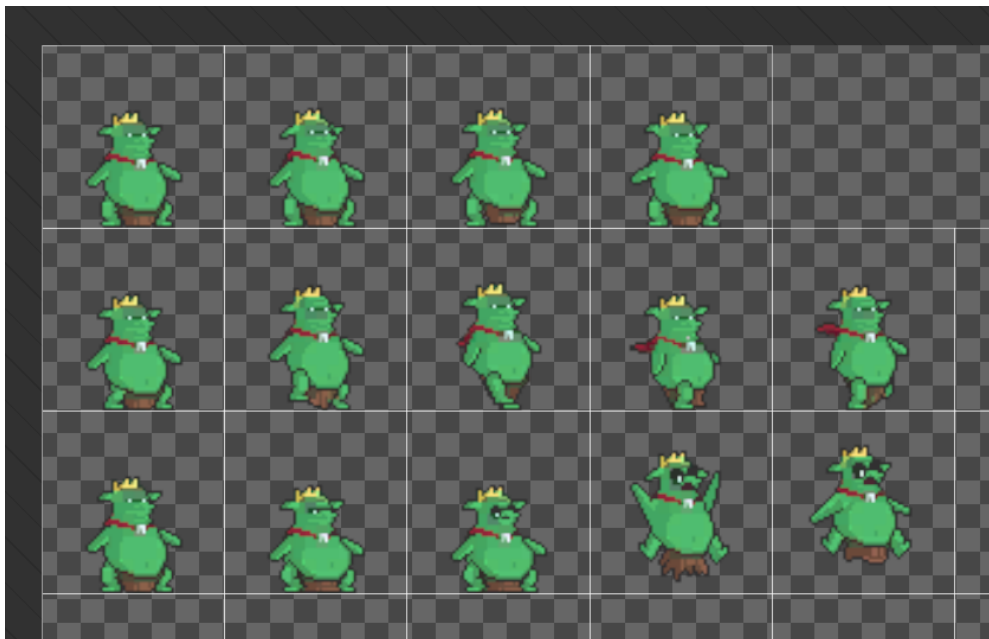




*Enemy Example:*



*Boss Example:*



**XX. Design Notes**

*The project may gain more sound effects later on, There may be one or two currently missed. As of now equipment don't have sprites as it wasn't intended to show the equipment on the tower models.*

**XXI. Current Features**

*As of now the game has a single level with a couple waves. The player can move around and place towers. The towers attack enemies and defeated enemies drop items. If an enemy gets to the end the player loses health. The Player can place towers using a tower placing UI.*

**XXII. Future Features**

*The next steps are to add multiple levels as well as more towers including the unique towers. In addition the shop still needs to be made to be able to upgrade between rounds. More enemies can be added as well as some logic for when the player runs out of health (health bar health)*

**XXIII. Current Screenshots**

