**Archer Defense TD**

Design Document

# Towers

Towers are the units which are deployed by the player to attack the incoming enemies. They are deployed on specific areas on the map defined by the level maker (me). They attack enemy units which come in their range.

## Types of towers

There is only 1 base type of tower, called Archer, and several enhanced archers which can be trained.

## Tower skills & experience

Experience is defined as the number of shots fired for now.

As the archer gains experience, he gains skill points. The player can choose what this archer specializes in: attack damage, attack speed, attack range. A player can mix and match different skill points in different areas. For now, the archer will gain skill points 7 times during its lifetime.

The effect of each skillpoint will increase slightly so that the more the player focuses on one specific skill, the bigger effect it will have on that specific skill. The idea is that the player should use the strategy which works best for the current environment. Levels will be designed so that on some levels it’s important to focus on damage, while on others on utility, while some levels need a mix, etc. Some levels will require that archers skilled in range, for example, be placed in certain spots so as to reach multiple “lanes”.

## Tower specializations

As opposed to tower skills, tower specializations are enhancements which will provide unique abilities to the towers instead of just increasing stats. There will be several specializations. 6 for now.

Ramp Up -> Bounce Shot – Berzerk -> Multi Shot - Knockback

Piercing Arrows -> Headshot – Execute kill -> Double Shot – Infinite Range Attack

Slow on Attack -> Multi Shot - AOE Slow - Healing Reduction -> Taunt - Vulnerability - Stun

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| Specializations | Special Ability |
| Rapid-Fire Ramp Up | Attack speed ramp: attack speed significantly ramps up when the tower is actively shooting and cools down when the no enemies are nearby. |
| Rapid-Fire Berzerk |  |
| Double Shot |  |
| Multi Shot |  |
| Bounce Shot |  |
| Headshot | Every X shot deals extra dmg |
| Piercing Arrows | Arrows pierce enemies |
| Fatal Shot | Chance to kill instantly |
| Execute Kill | Execute low health enemies |
| Slow on attack |  |
| Stun attack |  |
| AOE slow |  |
| Taunt | Force enemies to attack eachother |
| Healing Reduction |  |
| Vulnerability | Make enemies easier to kill |
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