**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 provide unique abilities to the towers instead of just increasing stats.

3 specialization paths will be available:

* Rapid-Fire Specialization
* Sniper Specialization
* Utility Specialization

### Rapid-Fire Specialization

The Rapid-Fire path focuses on increased attack rate. It specializes in more attacks as opposed to stronger, fewer attacks. The main advantage of Rapid-Fire archers is that they are good at clearing waves which have a large number of weak enemies. The main disadvantage of Rapid-Fire archers is that they are not very good at killing strong single targets.

|  |  |  |
| --- | --- | --- |
| Enhancement # | Title | Description |
| 1 | Multi Shot |  |
| 2 | Bounce Shot |  |
| 2 | Attack Ramp |  |
| 3 | Berzerk |  |
| 3 | Piercing Arrows |  |

### Sniper Specialization

The Sniper path is focused on strong, deadly attacks. They are executioners. They are great against single targets. They also specialize in precision which allows for unique range-less attacks.

|  |  |  |
| --- | --- | --- |
| Enhancement # | Title | Description |
| 1 | Headshot |  |
| 2 | Knockback |  |
| 2 | Executioner |  |
| 3 | Double Shot |  |
| 3 | Infinite Range Attack |  |

### Utility Specialization

The Utility path is used when special enemies are encountered. They offer debuffs which are not offered by other specializations and will be used mostly in fighting specific types of enemies.

|  |  |  |
| --- | --- | --- |
| Enhancement # | Title | Description |
| 1 | Slow on Attack |  |
| 2 | AOE Slow |  |
| 2 | Healing Reduction |  |
| 2 | Multi Shot |  |
| 3 | Taunt |  |
| 3 | Vulnerability |  |
| 3 | Stun |  |

## Tower Unlocks

### Skillpoints

Skill upgrades are locked behind experience. As the archer gains experience he gains more skill points to spend. Following is the requirements for each skillpoint:

|  |  |
| --- | --- |
| Skillpoint # | Requirement |
| 1 | 10 attacks fired |
| 2 | 30 attacks fired |
| 3 | 75 attacks fired |
| 4 | 150 attacks fired |
| 5 | 300 attacks fired |
| 6 | 500 attacks fired |
| 7 | 1000 attacks fired |

### Enhancements

Enhancements are locked behind a silver price and skill requirements.

|  |  |
| --- | --- |
| Enhancement # | Requirement |
| 1 | Skill level: 3 & 100 silver |
| 2 | Skill level: 5 & 200 silver |
| 3 | Skill level: 7 & 300 silver |

# Enemies

Enemies are the units which must be defeated. They follow a set path to reach their destination, and it’s the job of the towers to eliminate the enemies before they reach the base.

## Enemy Types

The aim with having different enemy types is to equip them with different strengths and weaknesses. This will give the player the responsibility of deciding how best to combat specific types of enemies. Some enemies will be easy to kill but numerous, some will be hard to kill but slow, some will be fast, some will heal, etc.

Following are the different stats and abilities which can be adjusted to achieve the above:

* Max HP <-> more DPS
* Movespeed <-> slow
* Dodge chance <-> atk speed
* Out of combat shield <-> tower coverage
* Summon other enemies <-> multishot
* Disable towers ⬄
* Slow towers attack speed ⬄
* Heal other enemies ⬄ healing reduction
* Speed up other enemies ⬄ kill him first
* Build up an attack which can be stopped by the player clicking ⬄ player clicks on him
* Flying units which require high attack range archers ⬄ atk range
* Enemies which are stronger as groups ⬄ more DPS

### Enemy 1

Enemy 1 is a simple unit with low health and movespeed. It has nothing unique about it.

### Enemy 2

Enemy 2 is a simple unit with moderate health and low movespeed. It has nothing unique about it.

### Enemy 3

Enemy 3 is a simple unit with low health and movespeed. It generates a shield when out of combat that continues to grow while OOC up to 50% of its HP.

### Healer

Enemy 3 is a simple unit with low health and movespeed. It generates a shield when out of combat that continues to grow while OOC up to 50% of its HP.

### Dodger

Enemy 3 is a simple unit with low health and movespeed. It generates a shield when out of combat that continues to grow while OOC up to 50% of its HP.

### Summoner

Enemy 3 is a simple unit with low health and movespeed. It generates a shield when out of combat that continues to grow while OOC up to 50% of its HP.

# Strategy

The main aim of this game is to test the player’s strategic faculties (his brain) whether or not he can use the given tools in the correct way in order to defeat the difficulties posed by the level / enemies he is facing.

Following are the tools which the player has to work with in order to defeat the levels:

|  |  |  |
| --- | --- | --- |
| # | Tool | Description |
| 1 | Tower placement | The placement of the towers is potentially the most important tool the player has to work with. If the player places towers in places which will rarely ever shoot the enemies, he is likely going to lose. |
| 2 | Tower skill focus | The skills the player chooses to focus on for each tower (AS/AD/AR) will have a great impact on the difficulty of the level. |
| 3 | Tower enhancement focus | Which enhancements he chooses to pursue on each tower will greatly impact the game. Different enemies/levels need different enhancements in order to defeat them. |
| 4 | Abilities | What abilities he takes into battle, which are limited in number, will affect the game. Also, which abilities he uses and when he uses them will also have a great effect. |
| 5 | Shop upgrades | The shop upgrades the user prioritizes will affect which enhancements / abilities are strong and in turn affect the difficulty of the game. |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

## Tower placement

The player has complete freedom where to place towers. This is the core of the strategy involved. Each map will have certain choke points where towers will effectively cover more ground than in other areas. If the path loops or curves within the range of a tower, this means the tower can attack enemies more times in that area.



In the figure above, it’s clear that the tower in the part of the path which is curved will cover more ground. So, the player must prioritize such spots with their most powerful towers.

Some levels will have tower bases which offer stat boosts to the tower placed on them. The player must utilize this to win some levels.

Some levels will have spots which are in the center of 2 paths but not covering much of them. The player should place towers there and aim to focus on attack range.

## Tower skill focus

The player has complete freedom what skills he chooses to focus on for all towers. 3 options are provided: Attack Range, Attack Speed, Attack Damage.

On regular enemies (without any special abilities or powers), the aim is that attack speed and attack damage will be relatively equal. However, each of them will have its own time where it’s necessary to choose the right skill.

Attack range will be necessary for tower bases which are far away but have the possibility of reaching multiple parts of a path. Focusing on attack range in those tower bases is essential and will provide a great power spike when enough range is acquired to reach both parts of the path. Another use for focusing on attack range is with Sniper’s more-damage-with-range enhancement.

Attack speed will be very useful for clearing large numbers of enemies, especially with multi shot. It will also be useful if I add chance-based on hit effects to towers or % health based damage.

Attack damage will be needed to ensure that certain enemies are kill within X number of shots. It could completely change the game if the tower is just short of killing an enemy in one shot vs one shotting it. It will also be overall better for single-target DPS than attack speed.

## Tower enhancements focus

The player has complete freedom what enhancements he chooses for all towers. However, the enhancements he chooses will greatly affect the difficulty of the level.

Rapid archers are great for clearing large numbers of enemies which aren’t particularly strong.

Snipers are great for single-target damage and long range.

Utility archers are great against certain types of enemies, such as fast enemies and healers.