Missile Defender

**CONCEPT**

AI Based or 2 player game.

The game starts with a view of a city that has buildings and turrets on the ground as well a view of the skyline.

The objective of the game is to protect buildings from missiles that spawn from space by countering with missiles of your own. Buildings have several levels of destruction. Each level gets harder with more missiles inbound with a limit to how many missiles that the player has at their disposal. The player is in charge of 3 missile turrets on the map that can only fire 1 missile at a time within a small time limit. The closest turret is chosen for the launch of the missile unless that turret is on cooldown, in that case the other turret will fire. The missiles will explode on the selected point on the screen and create a circle of damage that can damage the incoming missile or even the buildings. They can be upgraded to have a bigger radius and a faster velocity.

**AI Based:**

After each level the game state is saved and the player gets money depending on the state of buildings. Intact buildings are worth more than damaged. The money can be used to upgrade the player’s missiles or repair buildings.

**2 Player Based:**

One player is responsible for the buildings/missile turrets and the other for the placement of inbound missiles. Each have a variety of missiles and a certain amount. Game ends when all missiles are used or there are no buildings left.

Co-Op Mode – has more turrets distributed between players

Players will defend the city together.

**Missile Types:**

-Single missile that heads toward the player.

-Multi-launch missile that explodes in the middle of the screen and launches smaller missiles in semi-random directions (lower 180 degrees).

-Atomic Bomb. – If it hits anything it either ends the game or causes a lot more damage than regular missiles.

Each missile will be limited to a certain amount in inventory.

**ENGINE:** Unity or Unreal

**PLATFORM:** PC …. or phone/tablet with touch screen ability?

Main Menu:

**Menu:**

**Play Game Button**

**Setup Button**

**Exit Button**

Setup Menu:

**Menu:**

**Sound Options:**

**Adjust Difficulty (Makes a new game session harder)**

**Increase/Decrease BGM Scroller**

**Increase/Decrease Sound Effects Scroller**

**Exit to Main/Battle Screen Button**

Game Menu:

**Back to Main Screen Button**

**Total Money**

**Missile Amount Left**

If your car is in the wrong lane, have the ai move back into the proper lane.