High Quality Game

Game Design Document

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# Summary

This document is designed to show and explain the design ideas and steps that were involved with the production of the game “High Quality Game”. “High Quality Game” is a tower defense game where the enemies move towards waypoints in order to reach the end. The player must play different towers on the field to create a maze for enemies to navigate though while shooting at them. Players are given the option to sell towers so they may modify their maze as they play.

# Game Play

The player’s main objective is to defend against the moving enemy waves and prevent them from reaching the end of the path. For every enemy that reaches the end, the player loses a life. If the player runs out of lives, then it’s game over. The player wins the game if they survive the multiple waves of enemies. There are 4 different towers available to the player, each with their own special stats. The player also has the option to place rock towers which do nothing but to act as a maze builder.

# Controls

Players will use the mouse to buy, sell, upgrade, and start waves. Later versions could include the use of keyboard hotkeys to quickly buy the different towers.

# AI

Enemies come with a nav mesh agent which will navigate them towards each checkpoint. Towers also have a nav mesh obstacle attached which will make enemies recalculate their pathways.

# Development

There are only 3 scenes in this game: the game loader, main menu, and the main game itself. The assets folder is divided into respective folders that separate scripts, materials, prefabs, etc. The only store assets that were involved were a few particle effects, the rest is simple coloured materials. There were a few images involved for UI elements like buttons or menu background. The background music was just stuff I liked.

# Credits

Main menu background – Miku Hatsune (with my own photoshopping)

Main menu music - Undertale (Hotel music)

Main game music – Katamari (Everlasting Love Remix)