Turret Game

Game Design Document

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Turret Game Overview

Gameplay

Weapons

**Machine Gun**

The machine gun is the standard turret type that the player starts with. It is fully automatic and fires bullets quicker than any of the other turret type, however it has the worst accuracy, especially at long range. The machine gun is a good all-around weapon, but it doesn't excel at anything.

**Rocket Launcher**

The rocket launcher fires missiles which explode on impact, dealing area of effect damage. It will also push lighter enemies away from the blast area. The rocket launcher has a medium rate of fire, but the missiles move slower than the other projectile types.

**Lightning Gun**

The lightning gun shoots bolts of lightning that do large area damage in a line. Damage is reduces based on distance from the source (turret) as well as distance from the center of the shot. The lightning gun has a slow rate of fire.

**Gauss Rifle**

The gauss rifle is a highly accurate and highly damaging turret with a slow rate of fire. It's shots hit their target instantly, and it does the most singe target damage out of all the turrets.

**Mine Launcher**

The mine launcher shoots a mine in the air that lands on the ground at the target location, or as close as possible if there are obstacles. Mines will explode after a short delay when an enemy enters their trigger radius. The explosion deals area damage based on the distance from the mine.

Items

**Turret Modifiers**

Turret modifiers are items which change how the turret behaves. Each modifier type has a "theme" which dictates how it will modify the turret, but different types will have somewhat different effects for each turret.

Each turret can have 1 modifier at a time.

**Precision**

Machine Gun: Greatly reduces machine gun spread and increases bullet velocity

Rocket Launcher: Rocket become homing missiles which can track a target

Lightning Gun: Creates chain lightning that bounces between targets

Gauss Rifle: Allows targeting of specific enemies, even if they are behind other enemies

Mine Launcher: When mine is triggered it moves toward the closest enemy before exploding

**Piercing**

Machine Gun: Bullets pierce through enemies, reducing damage after each hit

Rocket Launcher: Rockets pierce through enemies, creating an explosion each hit

Lightning Gun: Lightning no longer get reduced damage due to distance from source

Gauss Rifle: Shots that kill an enemy will pierce and deal double damage to the next enemy hit

Mine Launcher: Mines stay active after exploding, with a ten second cool down.

**Elemental**

Machine Gun: Shots burn the target for a short period. Burned targets take extra damage from fire attacks. Burn can stack multiple times.

Rocket Launcher: Adds acid damage which increases other damage dealt

Lightning Gun: Adds a chance to stun enemies for a short period of time

Gauss Rifle: Has a chance to cause bleeding which does damage over time

Mine Launcher: Freezes enemies causing them to move and attack more slowly for a short period of time

**Multiply**

Machine Gun: Creates two weaker streams of bullets that fire from the turret at angles

Rocket Launcher: Fires three rockets at a time

Lightning Gun:

Gauss Rifle:

Mine Launcher: Fires multiple smaller mines to the target area

**Turret Enhancements**

Enhancements simply enhance the properties of the turret, without changing the functionality.

Each turret can have 1 enhancement at a time.

**Damage**

**Fire Rate**

**Special**

**Base Enhancements**

Base enhancements improve the properties of existing base attributes.

**Radar**

**Shield Capacity**

**Shield Recharge Rate**

**Durability**

**Base Damage**

The base can have 2 enhancements at a time.

**Base Add-Ons**

Base add-ons add functionality to the base, such as auto turrets and shields.

**Spotlight**

**Auto Turret**

**Shock Shield**

**Nuke**

**Repulse**

The base can have 1 add-on at a time.

World

Enemies

Game Modes

Visual Style

User Interface